AD-A007 844

CARMONETTE. VOLUME II. DATA
PREPARATION AND OUTPUT GUIDE

Gary S. Colonna, et al

General Research Corporation

Prepared for:

Army Concepts Analysis Agency

November 1974

SECURITY CLASSIFICATION OF THIS PAGE (When Data Entered)

REPORT DOCUMENTATION PAGE		READ INSTRUCTIONS BEFORE COMPLETING FORM
1. REPORT NUMBER OAD-CR-73 Vol II	2. GOVT ACCESSION NO.	3. RECIPIENT'S CATALOG NUMBER AD-A007 844
4. TITLE (and Subtitle) CARMONETTE VOL II DATA PREPARATION AND OUTPUT GUIDE		5. TYPE OF REPORT & PERIOD COVERED Final 1 April to 15 November 74
		6. PERFORMING ORG. REPORT NUMBER
7. AUTHOR(s) Gary S. Colonna Richard G. Williams		8. CONTRACT OR GRANT NUMBER(s) DAAG39-74-C-0128
9. PERFORMING ORGANIZATION NAME AND ADDRESS General Research Corporation Operations Analysis Division Westgate Research Park, McLean, Va. 22101		10. PROGRAM ELEMENT, PROJECT, TASK AREA & WORK UNIT NUMBERS
11. CONTROLLING OFFICE NAME AND ADDRESS US Army Concepts Analysis Agency 8120 Woodmont Ave., Bethesda, Md. 20014		12. REPORT DATE November 1974
		13. NUMBER OF PAGES 260
14. MONITORING AGENCY NAME & ADDRESS(if different from Controlling Office)		15. SECURITY CLASS. (of this report) Unclassified
		15a. DECLASSIFICATION/DOWNGRADING SCHEDULE

16. DISTRIBUTION STATEMENT (of this Report)

Approved for public release; distribution unlimited.

17. DISTRIBUTION STATEMENT (of the abstract entered in Block 20, if different from Report)

18. SUPPLEMENTARY NOTES

19. KEY WORDS (Continue on reverse side if necessary and identify by block number)

CARMONETTE	Post Processor	Terrain
Gamer's Inputs	Preprocessor	Units
Input Forms	Sensors	Weapons
Mobility	Target-Killer Array	

20. ABSTRACT (Continue on reverse side if necessary and identify by block number)

A gamer's manual that describes the sources and handling of data required by the simulation; the interpretation of preprocessor outputs; the operation of the battle model; and the interpretation of game outputs.

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SECURITY CLASSIFICATION OF THIS PAGE (When Data Entered)

CARMONETTE

VOLUME II

DATA PREPARATION AND OUTPUT GUIDE

NOVEMBER 1974

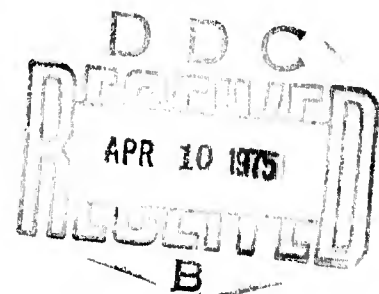PREPARED BY

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Figures cont'd

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Part I

OVERVIEW

INTRODUCTION

This volume of the CARMONETTE documentation is a user's guide to
the preparation of input and a description of the output. It is assumed
that the personnel who are responsible for data preparation fully under-
stand the material in Vol I. Because of the complex interactions of
various elements of the data, the data forms must be filled out with
utmost care. A strong point is made of the need for detailed planning
of the experiments. The temptation to start filling out forms and mak-
ing runs on the computer is overwhelming but must be resisted if meaning-
ful results are to be obtained. CARMONETTE, like many complex simulations,
is a voracious consumer of computer time, and if incorrectly or mistakenly
used will produce meaningless results. The jargon of the computer world
"garbage in, garbage out" (GIGO) applies.

This volume is organized to assist the analyst in data preparation.
The body contains a survey of the concepts and interactions of the var-
ious elements of data. If only a brief review of the body precedes the
execution of any of the forms, confusion is almost guaranteed. Detailed
study of these concepts and interactions is recommended before forms are
even consulted.

Part II contains detailed information on filling out each input
form and uses a sample game as a vehicle. The forms to be used have
certain items preprinted and are in the standard 80-column card format.

Part III describes the data diagnostics produced by the preproces-
sors, and the battle model and post processor outputs.

Appendix A is a listing of game inputs.

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Appendix B discusses considerations relating to the number of iterations required for a single treatment.

Appendix C is a glossary of terms, which attempts to relate the short phrases used to describe some of the data to the military vocabulary assumed of the user. It also indicates where the term is discussed in Part II and on which input forms it is used.

Before beginning to fill out any of the forms used to input data to the simulation, several preliminary steps should be completed. The user should analyze the problem, isolate the important variables, decide on the measure of effectiveness, and, in short, develop a rational foundation for the data needs. Much care should be taken on these points because many data items will require judgment that must be tempered in equal measure by the military reality being simulated and the scientific problem being solved.

The first thing to do before filling out the forms is to design the experiment. The design of the experiment must specify the various terrains to be used, the task organizations, the equipment variations, the tactical situations, posture of the forces, time of day, weather, and the specification of the output desired. The experimental design is not complete until the method of analysis has been completely specified. The method of analysis, the number of variables, the number of levels of each variable, and the acceptable tolerance of error together with estimates of variance of the results are required to determine the number of replications of each treatment to be run.

There are a number of game parameters used in the simulation that have no analogy in real combat. These data are needed as a means of bookkeeping and of ensuring continuity of action and will be discussed in detail in Part II.

PRIMARY ACTIVITIES

Since CARMONETTE is a simulation of ground combat, it is primarily concerned with movement, target acquisition, and the firing of weapons

and assessment of their effects. The input data required can be categorized under five general headings: terrain, weapons, sensors, mobility, and units.

Terrain

The properties of terrain on which the battle is played are described explicitly in terms of:

(a) Elevation

(b) Height of vegetation

(c) Trafficability of roads

(d) Cross-country trafficability

(e) Cover

(f) Concealment

The average elevation is used in determining slopes and lines of sight. The average height of vegetation is added to the elevation of the intervening terrain to determine intervisibility.

Trafficability is combined with the slope to give the maximum movement rate for units. Cross-country trafficability depends on the condition of the soil and any trees or brush that might hinder movement. Trafficability of roads depends on the quality of the road.

Cover and concealment are used to indicate the exposed area of an element. Tables are used to convert target size to exposed area for the varying degrees of cover or concealment.

CARMONETTE defines net cover as the capability of dismounted troops to find protection against fragments from exploding rounds. Net cover is differentiated from cover by the fact that cover gives protection from flat trajectory non-fragmenting ammunition, whereas net cover gives protection from overhead artillery bursts and flat trajectory fragmenting ammunition. The probability of killing dismounted troops, given a hit in the unit's area by a fragmenting round, depends on the weapon type, ammunition type, the reaction to fire of the troops (if any), and the net cover.

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Weapons

A total of 56 weapon types may be played in CARMONETTE. These weapons are classified into three general groups: 12 may be artillery and mortars; 22 direct fire, fragmenting; and 22 direct fire, non-fragmenting. Each weapon may have two ammunition types.

For each type of weapon to be simulated, the following data are required:

(a) The minimum and maximum effective range (in meters),

(b) The minimum number of men required to serve the weapon,

(c) The mean and standard deviation (in minutes) of the time to aim the weapon initially,

(d) The mean and standard deviation (in minutes) of the time required to reaim the weapon at the same target after the weapon has been fired,

(e) The mean and standard deviation (in minutes) of the time required to reload the weapon after firing,

(f) The velocity of a round in meters per second. This should not be the muzzle velocity but the average velocity of a round over its anticipated range of employment during the game.

A measure of the impact area is required for the artillery and mortars. This area is the average area covered by a volley of one round from each piece in the firing unit.

The number of rounds that are fired each time one of the weapon types is fired is referred to as "rounds per trigger pull." In most cases this number is one. In the event that the normal mode of fire for a weapon is burst fire, then the number of rounds per trigger pull is indicated. The neutralization weight of each round fired is also indicated; see Vol I for a detailed discussion of neutralization.

In order to simulate the accuracy of each weapon, CARMONETTE considers the total tactical standard deviation (SD) as a function of range and the following factors: weapon type, first or subsequent round at same target, previous round hit or miss, firer moving or stationary, target moving or stationary, whether or not the firer is partially suppressed by hostile fire, and ammunition type.

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Kill probabilities given a hit, and target priorities are also input for each weapon.

Sensors

A total of 36 sensors may be used by the simulated forces. The sensors are subdivided into six classes of six types each. Three special classes represent unaided eyes and binoculars (Class 1), passive night vision devices (Class 2), and radars (Class 4); and three classes can be used for any sensor. The model represents information about non-firing targets as being in one of four states:

(1) Target's location unknown,

(2) Target known to be located in a certain area,

(3) Target erroneously pinpointed within an area,

(4) Target correctly pinpointed.

Inputs required for each sensor to be used are:

(a) Range,

(b) Probability of completely losing target information, given that line of sight is lost,

(c) Probabilities of improving information state,

(d) Probabilities of losing information state.

Information concerning firing targets does not include State 2 and does not require probabilities of losing information state.

Mobility

In addition to dismounted infantry, CARMONETTE plays four types of ground vehicles and three types of helicopters. Input data includes:

(a) Doctrines that describe how a unit will act under varying conditions of cover and target availability,

(b) Rates at which ground and air units move,

(c) The time required for infantry units to dismount and remount from ground or air personnel carriers,

(d) Altitudes at which aircraft operate.

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Units

CARMONETTE forces are divided into not more than 48 units on each side. A unit may have a maximum of 63 killable elements. These elements can be destroyed one by one. The elements of each unit must have the same mobility, vulnerability, location, and target detection capability. When a unit moves, all its elements move together. When a unit is fired on, all its elements are equally vulnerable. When a single element of any unit is detected, the entire unit is considered to be detected. Also, when one element of a unit detects an enemy unit, all other elements are considered to have detected this enemy.

A unit may be assigned up to four groups of weapons. For example, a tank may have a main gun, an air defense machine gun, and a coaxial machine gun; a rifle squad may have two light antitank weapons, one machine gun, one grenade launcher, and five rifles.

Two units are required to describe the characteristics of troops mounted in carriers. The carrier is one unit, and the infantry squad is a second unit. The carrier unit retains the number of men designated as drivers and its weapons when the troop unit dismounts.

Such characteristics as the area occupied may depend on whether the troop unit is mounted in the carrier unit. The horizontal area that a unit occupies when it is deployed is used to compute hit probabilities for fragmenting munitions.

The visible area of the largest element of the unit is used for detection calculations. The height of the unit's sensors above the ground is used for line of sight calculations.

Certain units may be ordered to hold fire until they are quite close to the enemy or until fired on. If a unit is given such orders, once it opens fire it will continue to search for and fire at targets, even though all targets withdraw beyond the hold-fire range.

Each unit is described by indexes for target class, vulnerability class, element-size class, mobility class, fire-response class, and sensor class. These indexes are some of the data that are required by the

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simulation to provide for the bookkeeping and for representing the combat in a realistic manner; they have no analogue in actual combat. Although the number of indexes available in the simulation for each of the above classes is fixed, it is not necessary that all be used.

Target Class. Each unit in the battle presents a target of certain value to opposing forces. The target-class index is used in the target list as the basis of selection of units as targets for different weapon types and in the danger-state table to be discussed in the section on vulnerability class.

The two factors associated with the assignment of a unit to a target class are the unit's vulnerability to the various weapons and the firepower possessed by the unit. For example, an armored personnel carrier mounting an antitank guided missile would be a more desirable target than a similar carrier without the missile. Both carriers have the same vulnerability to the tank gun, but the one with the missile is a greater threat to the tank; therefore the carriers should be assigned to different target classes.

Each non-artillery weapon type on each side in the battle is assigned one, two, or three target lists. A unit's orders indicate which list to use during different phases of the battle. When a unit's orders indicate targets of opportunity, it looks for targets indicated on the list specified in its current order. Artillery units firing scheduled fires are not controlled by target lists. When artillery units fire "on call," they follow the priority indicated for their command unit. There are sixteen target classes in CARMONETTE.

Vulnerability Class. The probability of kill given a hit on a target is a function of the vulnerability of the target and of the firer's ammunition and weapon type. Whenever several units have identical or similar vulnerabilities, they are grouped into classes, and the vulnerability class index is used to determine the probability of kill by each weapon and ammunition. The vulnerability class index is also used to indicate the preferred ammunition type for each weapon type against each

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unit. Hence, if two units are composed of tanks with different armor, they would be placed in different vulnerability classes as are armored personnel carriers and tanks.

The danger-state table relates the characteristics of target class and vulnerability class for each of three range intervals. Two critical ranges, R1 and R2 serve to divide the targets available to a given unit into three separate groups: those closer than R1, those between R1 and R2, and those farther away than R2. In each of these range intervals a unit can place a different weight on its own vulnerability to the weapons of each target class. For example, if R1 is 300 m and R2 is 1000m, a 90mm recoilless rifle unit might be seriously vulnerable to an infantry platoon in the 0-300 m range, moderately vulnerable in the 300-1000 m range, and relatively invulnerable for ranges beyond 1000 m. Twelve vulnerability classes are provided.

Element-Size Class. Each unit is classified according to the size of its principle element(s). The element-size class is used to determine the probability of detection and the probability of hitting the element. The element-size class of a unit is determined by two criteria: (a) the largest visible area that any element presents to a sensor, and (b) the greatest vulnerable area that any element presents to a direct-fire weapon.

The element-size class is used with the concealment available to determine the exposed visible area of an element of a target unit for determining the probability of detection. The concealment is determined by estimating the fraction of an element of each element-size class that would be hidden by trees, brush, ditches, etc. The exposed visible area of a target thus determined is then used in detection calculations.

The element-size class is also used with the cover available to determine the exposed vulnerable area of an element of a target unit for determining the probability of hit by a direct-fire weapon. The cover available is found by estimating the fraction of an element of each element-size class that would be covered from direct-fire weapons. The

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resultant exposed vulnerable area is used in the calculation of hit probability as described previously under weapon accuracy. CARMONETTE has ten element-size indices.

Mobility Class. The mobility class index is used to describe a unit's rate of movement in terrain of various trafficability and road conditions for ground units or climb and dive angle for air units. Two units with similar mobility characteristics should be assigned to the same mobility class. It must be remembered that all elements of the same unit must have the same mobility characteristics, since a unit does not separate. Terrain trafficability is determined by the slope of a hill, either up or down, and the condition of the soil or road connecting the two grid squares to be crossed.

In addition to dismounted infantry, there are four ground and three air mobility classes.

Fire-Response Class. The fire-response class is used to describe a unit's reaction to hostile fire. Thresholds are used to indicate the response of each of these classes to fire. All classes may be partially suppressed by direct or by indirect fire; dismounted infantry and unarmored vehicles may be pinned down by either direct or indirect fire or both. Helicopters react only to direct fire and take evasive action by dropping to treetop level. If the helicopter is guiding a missile to a target, it will not drop to treetop level until after the missile impacts.

When a unit is partially suppressed, its aim and reaim time are increased, its movement rate is decreased, and the accuracy of its weapons and sensors is reduced. A pinned-down unit does not move, conduct surveillance, or fire its weapon.

The neutralization interval is the period of time over which incoming rounds will be considered to affect the behavior of a unit. The reaction of a unit to hostile fire will be determined by comparing the thresholds for response with the actual number of rounds (adjusted by the neutrlaization weighting factors) fired during the neutralization interval into the area occupied by the unit.

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The fire-response class is also used to determine whether the unit is infantry or a soft vehicle, and if so, the model uses different kill probabilities for determining probability of kill, if given a hit, by fragmenting ammunition.

The fire-response classes represented in CARMONETTE are: dismounted infantry, open vehicles, light armor, heavy armor, and helicopters.

Sensor Class. Sensor class indexes are assigned to differentiate the unit's ability to detect targets under similar conditions. The sensor class index is used together with the size of the target, the unit's response to fire (if any), the unit's current level of information about the target, and the target motion (if any), to determine the probability of gain or loss of target information. A unit that can call artillery can do so if it knows a target is located in a certain grid square. A unit can engage by direct fire only those targets whose locations have been pinpointed, whether correctly or not. There are six sensor classes in CARMONETTE.

Orders. Each unit must be given detailed orders that will control its actions throughout the simulated battle. When a unit is killed, it simply stops following its orders. Each unit must be directed to move, stay, or fire by means of a preprogrammed set of instructions. The basic set of orders is listed in Table 1. There are three fundamental types of orders: move, stay, and skip. Fire orders are combined with move and stay orders.

Table 1

CARMONETTE COMMANDS

Narrative order[a]	Order	Qual[b] 1	No 1	Qual 2	No 2	Qual 3	No 3	Qual 4	No 4	Qual 5	No 5
move NoSToPping at RATE r to SQuaRE xx yy with KIND of fire k PRiORity p[c]	NSTP	RATE	r	SQRE	xxyy	KIND	k	PROR	p	ALT	a
MOVE under DOCTrine m at RATE r to SQuaRE xx yy with KIND of fire k PRiORity p	MOVE	DOCT	m	RATE	r	SQRE	xxyy	KIND	k	PROR	p
STAY and FIRE s shots at SQuaRE xx yy with KIND of fire k PRiORity p	STAY	FIRE	s	SQRE	xxyy	KIND	k	PROR	p		
STAY until TIME tt.tt or FIRE s shots with KIND of fire k PRiORity p	STAY	TIME	tt.tt	FIRE	s	KIND	k	PROR	p		
STAY for INTerval tt.tt or FIRE s shots with KIND of fire k PRiORity p	STAY	INTL	tt.tt	FIRE	s	KIND	k	PROR	p		
DISMount in present location	DISM										
REMOunt in present location	REMO										
CHange ALtitude to get LOS	CHAL	LOS									
CHange ALtitude to TReeToP	CHAL	TRTP									
CHange ALtitude to LAND	CHAL	LAND									
SKIP FORWard BACKward nn orders UNConDitionally	SKIP	FORW BACK	nn nn	UNCD UNCD							
if current TIME ≤ tt.tt				TIME	tt.tt						
if dead FRiendly UNits ≥ uu				FRUN	uu						
if dead ENemy UNits ≥ uu				ENUN	uu						
UNTIL friendly unit uu is in SQuaRE xx yy, if uu dies STAY 63.99				UNTL	uu	SQRE	xxyy	STAY			
UNTil friendly unit uu is in SQuaRE xx yy, if uu dies SKIP 1 order				UPTL	uu	SQRE	xxyy	SKP1			
UNTIL friendly unit uu is in SQuaRE xx yy if uu dies go to EXIT pt				UNTL	uu	SQRE	xxyy	EXIT			
if FRiendly CAsualties ≥ nnn				FRCA	nnnn						
if ENemy CAsualties ≥ nnnn				ENCA	nnnn						
if ENemy UNits ≥ uu are closer then RaNGE nnnn meters			.	ENUN	uu	RNGE	nnnn				
if FRiendly UNIT CAsualties ≥ uu for vul class TYPE vv			.	FRCA	uu	TYPE	vv				

[a] r:1-7   a:1-7   xx:1-60   vv:1-12
    k:0-7   m:1-4   yy:1-63   nnn:1-4095
    p:1-7   s:1-7   nn:1-63   tt.tt:1-63.99
                    uu:1-48

[b] Qual is left justified

[c] ... at ALtitude a (if unit is helicopter)

Part II

INPUT FORMS AND DETAILED PREPARATION INSTRUCTIONS

INTRODUCTION

This part of Volume II could well be titled, "The CARMONETTE Cook Book." It contains a step-by-step procedure for preparing the input data, using a hypothetical illustrative battle. All input numbers used describe artificial vehicles, weapons, and rates to keep this part unclassified. The input forms need not be filled out in the sequence presented, however a conscious effort has been made to discuss them in a logical sequence.

GENERAL DESCRIPTION OF THE ILLUSTRATIVE BATTLE

The illustrative problem is one of a set of simulations conducted to evaluate the combat potential of two proposed antiarmor mixes within a mechanized battalion. The general tactical situation is as follows: Red forces crossed the East-West German border in early summer, with the mission of securing crossing sites over the Rhine River. Blue forces are conducting a delaying action and are presently deployed along LINE BRAVO, see Figure 1. The area to be used in the illustrative problem is shown in the inset and is also shown in more detail in Fig. 2.

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Fig. 1 — General Situation

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Alsfeld
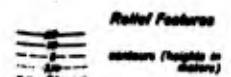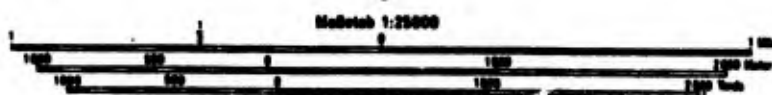
Fig. 2 — Special Situation

STEP 1 - DESIGN OF THE EXPERIMENT

As previously stated, the purpose of the experiment is to evaluate
the combat potential of two proposed antiarmor mixes within a mechanized
battalion. The measure of effectiveness is a comparison of losses suf-
fered by Blue and by Red when the Red forces have lost 30, 50, and 70%
of its vehicles. The treatments (combination of levels of factors) must
now be defined. Intelligence predictions show that the Red force may be
equipped with either of two types of armored personnel carriers. An in-
spection of maps of the area of interest shows that there are three gene-
ral types of terrain over which the battle may be fought. The variables
are described in the accompanying tabulation by the factor and their
levels.

Factor	Level
Blue force	2
Red force	2
Terrain	3

A complete factorial experiment is to be performed, therefore 12 $(2 \times 2 \times 3)$
treatments are required to permit all main factors and interactions to be
analyzed for significant effects. Any of several statistical techniques
may be used to determine if a sufficient number of replications of the
experiment exist to provide the desired level of confidence.

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STEP 2 - PRELIMINARY CONSIDERATIONS

Worksheets

A series of work sheets, which are developed from a study of the forces to be gamed, is very helpful in developing a rational foundation for the data needs. These work sheets are also useful when filling out the input forms. The organization of one of the Blue companies to be evaluated is shown in Fig. 3. The organization of the other Blue company is similar, however it does not have a weapons squad in the rifle platoons. Each rifle squad has a medium antitank weapon (MAW) in addition to its two light antitank weapons (LAW), and the two AT squads in the weapons platoon are armed with different heavy antitank weapons (HAW). The supporting weapons received from higher headquarters are identical. They are: 2 HAWs, 5 tanks, and 2 attack helicopters. One heavy mortar platoon, 2 batteries of medium howitzers, and one battery of heavy howitzers are available to provide fire support. This same type of information should also be collected for the two Red forces, and then all the data is combined into the following work sheets:

1. Weapons list
2. Organization lists
3. Unit classification list

As stated previously, there are 56 weapon types available in CARMONETTE. The weapons to be played in this investigation are assigned as shown in Table 2.

Two of the four organization lists are shown in Tables 3 and 4.

The Unit Classification List is shown in Table 5.

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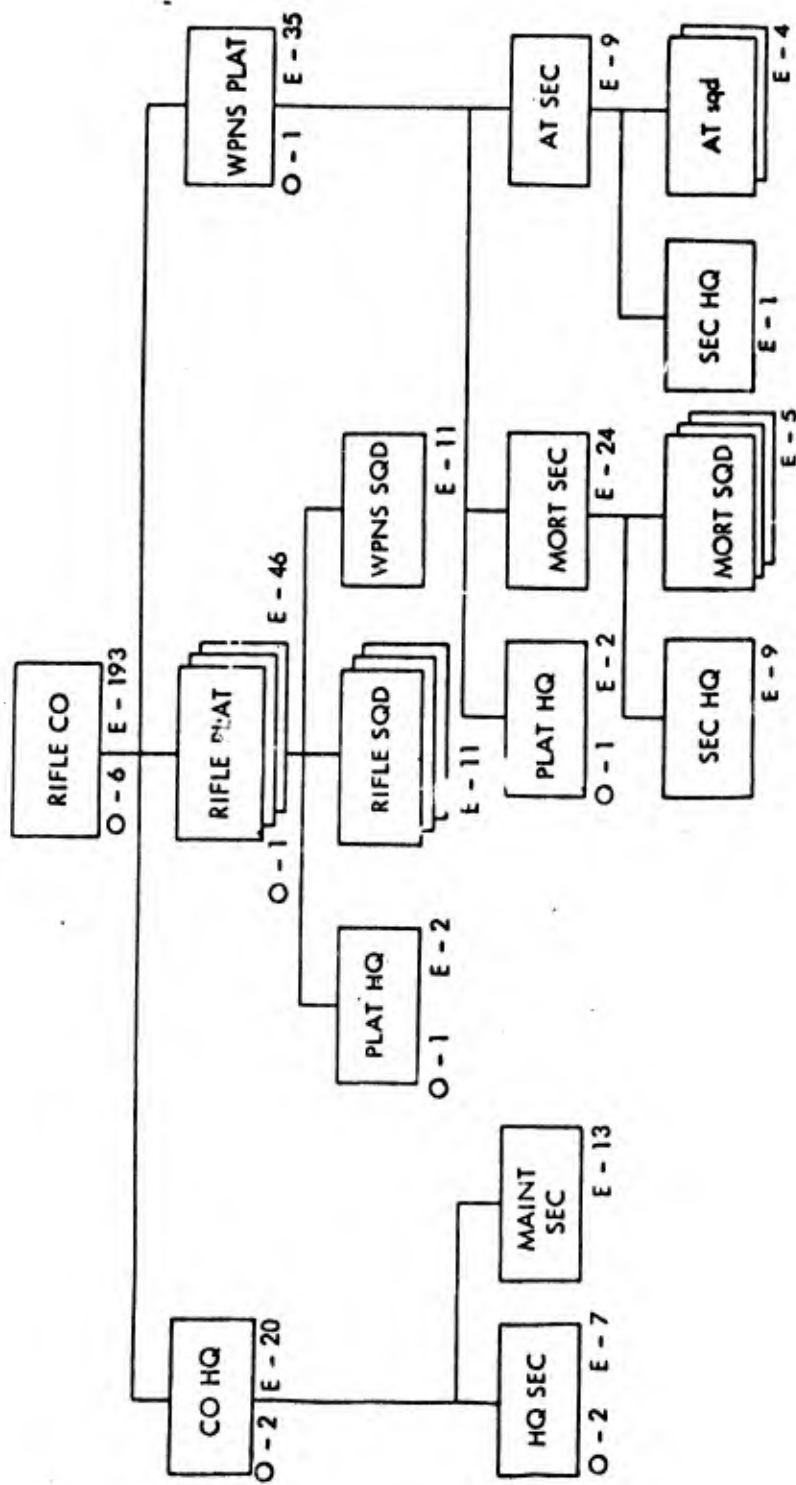
Fig. 3 — Organization for Blue 1

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Table 2

WEAPONS LIST

Artillery and mortars

1. Blue medium mortar
2. Blue heavy mortar
3. Red heavy mortar
4. Red light howitzer
5. Red heavy howitzer
6. Blue medium howitzer
7. Blue heavy howitzer
8.
9.
10.
11.
12.

Direct fire fragmentation

13. Blue tank gun
14. Red tank gun
15. Red APC gun
16. Red AD vs helo
17. Red AD vs ground
18. Blue helo G/L
19. Blue helo auto cannon
20.
21.
22.
23.
24.
25.
26.
27.
28.
29.
30.
31.
32.
33.
34.

Direct fire Nonfragmentation

35. Blue HAW 1
36. Blue helo HAW
37. Red ground HAW
38. Red APC HAW
39. Red HAW
40. Blue HAW 2
41. Blue MAW
42. Blue LAW
43. Red LAW
44. Blue APC HMG
45. Blue tank HMG
46. Red APC HMG
47. Red tank HMG
48. Both tank LMG
49. Red APC LMG
50. Both ground LMG
51. Blue helo minigun
52. Both rifle
53. Red shoulder fired AD missile
54.
55.
56.

Table 3

ORGANIZATION LIST, BLUE 1

1. Squad APC
2. Rifle squad
3. Squad APC
4. Rifle squad
5. Squad APC
6. Rifle squad
7. MAW team
8. MAW team

9. Squad APC
10. Rifle squad
11. Squad APC
12. Rifle squad
13. Squad APC
14. Rifle squad
15. MAW team
16. MAW team

17. Squad APC
18. Rifle squad
19. Squad APC
20. Rifle squad
21. Squad APC
22. Rifle squad
23. MAW team
24. MAW team

25. HAW
26. HAW
27. HAW
28. HAW

29. Tank
30. Tank
31. Tank
32. Tank
33. Tank

34. Atk helo
35. Atk helo

36. Hv How Btry (4)
37. Med How Btry (6)
38. Med How Btry (6)
39. Hv Mort Plt (4)
40. Med Mort Sec (3)
41.
42.
43.
44.
45.
46.
47.
48.

Table 4

ORGANIZATION LIST, RED 1

1.	4 APC		25.	Gnd HAW
2.	Rifle Plt* & Co HW		26.	Gnd HAW
3.	3 APC			
4.	Rifle Plt		27.	AD (SP)
5.	3 APC		28.	AD (SP)
6.	Rifle Plt		29.	AD (SP)
			30.	AD (SP)
7.	4 APC			
8.	Rifle Plt & Co HQ		31.	AD msl
9.	3 APC		32.	AD msl
10.	Rifle Plt		33.	AD msl
11.	3 APC		34.	AD msl
12.	Rifle Plt		35.	AD msl
			36.	AD msl
13.	4 APC		37.	AD msl
14.	Rifle Plt & Co HQ		38.	AD msl
15.	3 APC		39.	AD msl
16.	Rifle Plt			
17.	3 APC		40.	Hv How Btry (6)
18.	Rifle Plt		41.	Lt How Btry (6)
			42.	Lt How Btry (6)
19.	3 Tanks		43.	Lt How Btry (6)
20.	4 Tanks		44.	Hv Mort Btry (6)
21.	3 Tanks			
			45.	
22.	HAW		46.	
23.	HAW		47.	
24.	HAW		48.	

---

*3 LAW, 4 LMG, 17 Rifles

Table 5

UNIT CLASSIFICATION LIST

	BLUE	RED
	Target Class	
1	Tank	Tank
2	APC	APC 1
3		APC 2
4	HAW 1	HAW
5		HAW-Ground mount
6	HAW 2	
7	MAW	
8	Rifle squad	Rifle squad
9		
10	Attack helo	
11		AD missile— shoulder fired
12		AD (SP)
13		
14		
15		
16	Arty	Arty

	Vulnerability Class	
1	Tank	Tank
2		APC 2
3	APC	APC 1
4	Arty	AD(SP), HAW
5	HAW 1	
6	HAW 2, MAW	Arty, HAW-Ground, msl
7	Rifle squad	Rifle squad
8		
9		
10	Attack helo	
11		
12	Survivability of troops from an APC which is killed	

Table 5 cont'd

	BLUE	RED
	Element Size	

	M^2	R		
0	11.5	1.9	Tank	
1	10.0	1.8	Arty	APC 2
2	8.5	1.6		Tank
3	7.5	1.5		APC 1, AD(SP)
4	6.0	1.4	APC, HAW 1	HAW, Arty
5	5.2	1.3	7½ × 7½-ft tgt, attack helo	
6				
7				
8	1.0	0.6	HAW 2, MAW	AD msl, ground HAW
9	0.5	0.4	Fully exposed man	Fully exposed man

Mobility Class

		BLUE	RED
0	Dismtd trps	Rifle squad	Rifle squad
1	Tracked vehs	Tank, APC, HAW 1 & 2, MAW, Arty	Tank, APC 1 & 2, AD(SP), msl
2	Wheeled vehs		HAW, HAW-Ground, Arty
3			
4			
5	Attack helos		
6			
7			

Fire Response Class

		BLUE	RED
1	Dismtd trps	Rifle squad	Rifle squad
2	Soft vehs	HAW 2, MAW	HAW-Ground, AD msl, Arty
3	Lt armor	AFC, HAW 1, Arty	APC 1 & 2, HAW, AD(SP)
4	Hv armor	Tank	Tank
5	Helos	Atk helo	

Sensors

51	Eyeballs
52	Binoculars
53	Attack helos
54	AD(SP)
55	
56	

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Game Parameters

Several of the parameters used by the model for bookkeeping purposes
and to ensure continuity of action are entered on the first data card.
These parameters are discussed below and are entered as shown in Fig. 4.

Grid Size. There is no definite way of determining the proper grid
size for a CARMONETTE simulation of combat. Some guidelines can be pre-
sented and the user advised as to the restrictions that are placed on a
free choice of grid size. As a guide the grid size should be as small
as practicable. However, the grid size must be large enough to contain
the battle being simulated. The design of the simulation permits a battle-
field size that is a maximum of 60 by 63 grid squares. In addition the
restriction on the number of units on a side requires that each force
being simulated be divided into no more than 48 weapon units. The simu-
lation does not restrict the number of units that may be in a grid square
at one time, however it is unusual for more than two or three units to
be in a square at the same time. Following the above reasoning, Table 6
shows the relationship between grid size, unit size, force size, and zone
of action. This table is only a rough guide and does not preclude other
grid, unit, or force sizes if they satisfy the needs of the problem. A
grid size of 100 meters is appropriate for this investigation. The grid
size in meters is entered in columns 6 through 9 of the GAME card, there-
fore 100 is entered in columns 7, 8, and 9. If no grid size is entered,
the program will set it equal to 100 meters.

Suppressive Fire Area. If a unit is ordered to fire into a speci-
fic grid square (see the third command in Table 1), the area from which
it selects targets can be increased to include adjacent grid squares.
This increase is accomplished by use of the "suppressive fire area,"
which in effect is the distance from the selected grid square that he
may look for targets. The model converts the input, which is in meters,
to grid squares and permits the unit to search for targets in the expanded
area. Since the grid size in this investigation is 100 meters, a sup-
pressive fire area of 100 meters will permit units to search the eight

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CARMONETTE
GAME PARAMETERS

Fig. 4 — GAME Entries

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Table 6

RELATION BETWEEN GRID SIZE, UNIT SIZE, FORCE SIZE, AND ZONE OF ACTION

Grid size (m)	Approximate unit size				Maximum force size		Maximum zone of action	
	Infantry	Mecha-nized infantry	Artillery	Aviation, aircraft	Infantry	Mecha-nized infantry	Width (m)	Depth (m)
10	1 Man	n/a	1 tube	n/a	2 Plts	n/a	600	630
25	2 Men	1 Veh	2 tubes	1	1 Co	1 Co	1500	1575
50	½ Sqd	2 Vehs	4 tubes	1	1 Bn	1 Bn	3000	3150
100	1 Sqd	3 Vehs	6 tubes	2	2 Bns	2 Bns	6000	6300
250	1 Plt	7 Vehs	12 tubes	4	4 Bns	4 Bns	15000	15750

grid squares adjacent to the selected square. A suppressive fire area of 100 meters is desired for this investigation, therefore 100 is entered in columns 13-15 and 20-22. No entry is required.

Hold-Fire Range. There are situations in which it is not desirable to engage targets at the maximum range of a weapon. If the gamer wishes to limit the range at which a unit will initiate a fire fight, the unit is designated a "Hold Fire" unit, and the desired range is entered in columns 25-28 for Blue and columns 30-33 for Red. In this game the hold-fire range for both sides was set at 2200 meters and entered as shown. No entry is required if no units are told to hold fire.

Weapons Units. The number of weapons units is determined from the Organization Lists in Tables 3 and 4, and are entered in columns 37, 38, 41, and 42 as shown.

Command Units. The number of command units is determined after the Task Organization is decided upon and will be discussed under STEP 7.

Assess Time. There is a finite time between the instant that a round impacts and the time that a firer is able to assess the effects of his fire. This is called Assess Time and is entered in columns 57-59. In this game the assess time was set at 0.10 minutes. If no entry is made, the model will assume the assess time equals zero.

Decision Time. During the course of a CARMONETTE battle, decisions are made whenever a unit fires or reaches the center of a grid square. However, if a unit is neither firing nor moving, it must reevaluate its situation periodically. The time interval at which this reevaluation is made is called the decision time and is entered in columns 66-68; in this game it was set at 1.00 minute. A decision time must always be entered.

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STEP 3 - TERRAIN DATA

Two types of information on terrain are input to CARMONETTE. The properties of terrain are characterized by elevation, height of vegetation, trafficability of roads, cross-country trafficability, cover and concealment. These properties are input using Form TERRAIN 1. The cover offered by terrain has the effect of reducing the vulnerable area a target presents to firers; similarly, concealment reduces the visible area presented to observers. These effects are input using Form TERRAIN 2. Preparation of these forms is described below.

TERRAIN 1

A reference grid as described under Preliminary Considerations is superimposed over the simulated battlefield as shown in Fig. 5.

Each grid is then assigned a separate index for each of the six terrain properties using Form TERRAIN 1. CARMONETTE has two features which reduce the effort required by terrain coding. First, it is not necessary to code areas covered by the grid that are now within the area of interest. Second, the program will continue to assign the last index read to subsequent squares until a new index and square are identified.

Elevation. The average elevation of any grid must be between 0-4095 feet or 0-1248 meters. Negative elevations are prohibited. For cases that violate these limits, a constant can be added to or subtracted from all elevations. Since US maps show elevations in feet and most other countries present them in meters, the option of entering the average elevation in feet or meters is allowed. However, the data are converted and stored in the computer as feet.

Average elevation of each grid (specified to the nearest meter or foot) is listed beginning in row 1, col 1 of the battlefield (60 columns by 63 rows). See Fig. 6 to determine the format. The letters "ELE" are entered in cols 73-75 of each data card in the elevation deck. The first card is called a header card and the type of measurement is entered in cols 77-80 as "FEET" or "MTRS" of the header card. The entry "FEET" or

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Alsfeld

Deutschland 1:25000

Maßstab 1:25000

Fig. 5 – CARMONETTE Battlefield
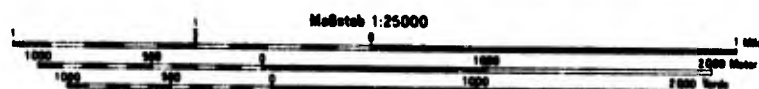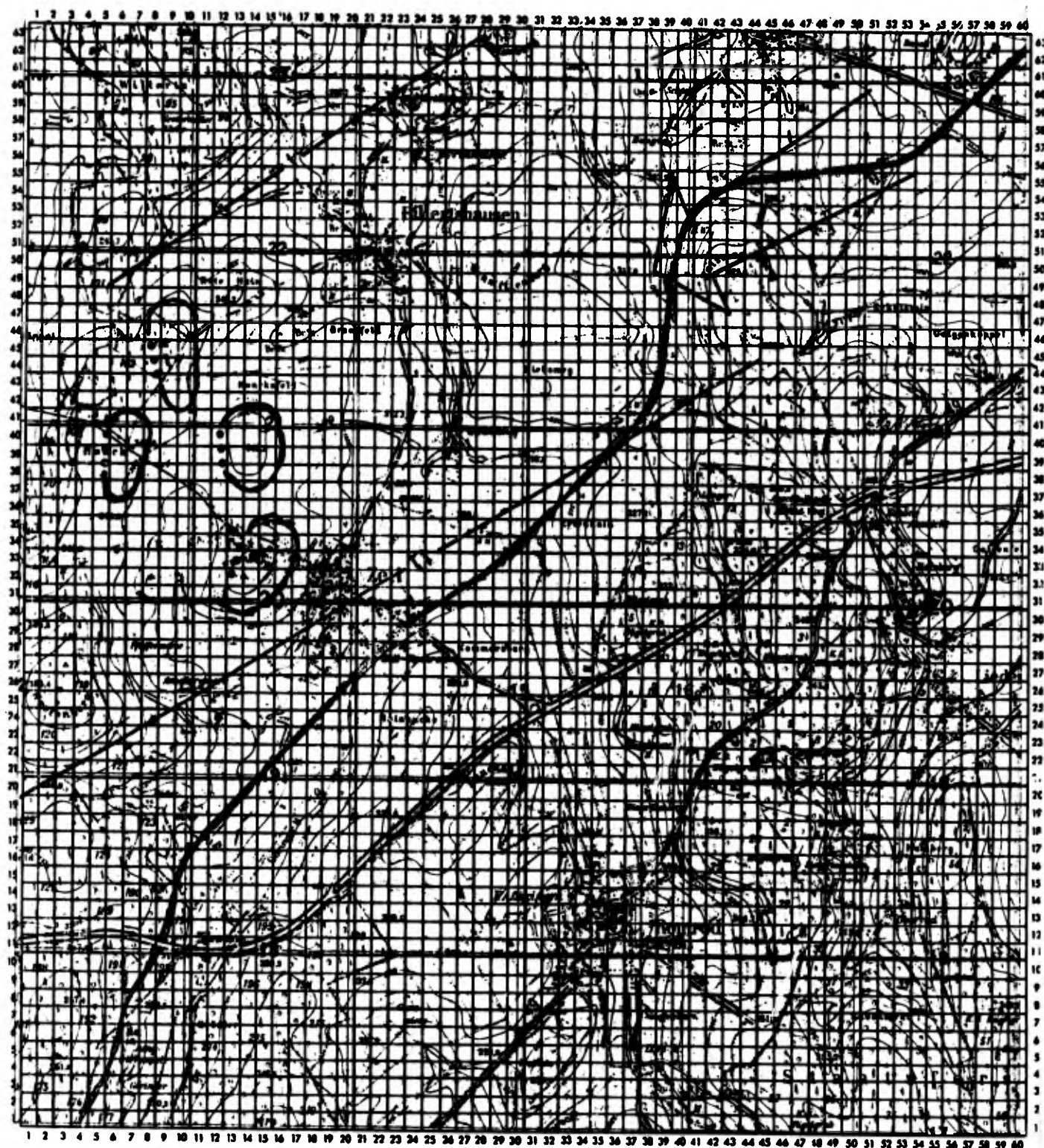
Relief Features

contours (heights in meters)

Reproduced from best available copy.

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"MTRS" is not repeated, and these columns may be used to record sequence numbers. For each terrain grid for which values are to be filled out enter the "X" and "Y" coordinates of the grid, and the value of the elevation of that grid in the designated columns of the form. The numbers entered in these fields must be right adjusted. The order of the grid coordinates is to increment the "X" coordinate through its range, then increment the "Y" coordinate, and increment the "X" coordinate through its range again. Thus, the "X" coordinate must always be increasing from 1 to 60, and the "Y" coordinate increasing from 1 to 63. Only grids whose average elevation changes from the previously entered value, need be entered on the form. The program will continue to assign to the intervening squares the last average elevation read. After the last entry for elevation, 999 must be entered in the next three columns.

Vegetation. Average height of vegetation for each grid is used in the battle model as a factor affecting intervisibility. The format to be used in completing the vegetation data is similar to the elevation format except the ID for cols 73-75 is the letters "VEG." The first card of the vegetation data must be the header card, the unit of measure is included as it was for elevation, followed by the data cards. The closing entry of 999 must be made as for elevation.

The average height of vegetation of any grid must be between 0-63 feet or 0-19 meters. The data is stored in the computer as feet.

Trafficability of Roads. The trafficability of roads is one of the factors (mobility class and slope between grids are the others) used in determining the rates at which units move over the roads in CARMONETTE.

A grid with an index of 0 has no road through it. Each road on the map is designated by an index of 1 (main highway), 2 (secondary road) or 3 (unpaved road). CARMONETTE assumes there is a road between two adjoining grids only if the road trafficability index of both grids is identical. If there are not, then movement must be cross-country. If there is more than one road in a grid, assign the index of the best road. If two roads of the same index occur in adjacent grid squares but do not actually

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connect, they must be relocated with a road-vacant grid between them so that phantom connecting roads will not be simulated. If roads are traverse to the axis of advance, they are of no value to the unit's movement through the grid.

The format for entering the trafficability of roads is similar to that of elevation except that the ID for cols 73-75 is the letters "RDS." The closing entry of 999 is required.

Cross-Country Trafficability. The cross-country trafficability is similar to trafficability of roads and is used as a factor in determining the movement rates of various kinds of vehicles and dismounted infantry. The entries are either 1, 2, or 3.

Generally, one might classify the terrain so that movement rates would reflect that the grid with trafficability index 1 does not hinder the movement of units, terrain with trafficability index 2 provides some hindrance, and terrain with trafficability index 3 provides the most hindrance and may be impassable to some units with certain type of vehicles.

The format for entering the cross-country trafficability of a grid is similar to that of elevation except that the ID for cols 73-75 is the letters "TRF." The closing entry of 999 is required.

Cover. The average cover to direct fire provided by a grid in respect to other grids is described by 1 of 15 indexes. Index 1, for example, might be designated complete exposure for elements of units that are within that grid, while an index 15 might designate impregnable cover. Not all 15 indexes must be used.

The format for entering the average cover of a grid is similar to that of elevation except that the ID for cols 73-75 is the letters "COV." The limits of the cover index are 1 through 15. The closing entry of 999 is required.

Concealment. The concealment for a non-firing unit is also described in terms of 15 concealment index values. An index value defines the average amount of protection a unit has against hostile detection in a terrain

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grid. Thus, during battle, as a unit moves from grid to grid, its average concealment can change depending on the concealment index number assigned to the terrain grid the unit is presently within. Not all 15 indexes need be used.

The format for entering the average concealment of a grid is similar to that of elevation except that the ID for cols 73-75 is the letters "CON." The limits of the concealment index are 1 through 15. The closing entry of 999 is required.

Examples of TERRAIN 1 entries are shown in Fig. 6

CARMONETTE
TERRAIN 1
TERRAIN CHARACTERISTICS

Fig. 6 - TERRAIN 1 Entries

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TERRAIN 2

The effects of cover and concealment are simulated in CARMONETTE by reducing the size of the target that is presented to weapons and sensors. The size reduction is not fixed by the program; it is done by inputting the presented vulnerable and visible areas using form TERRAIN 2, Fig. 7. The columns on this form represent the element size indexes identified on the Unit Classification List that was prepared earlier, and the rows represent the cover indexes assigned on form TERRAIN 1. It is not necessary that all element sizes and cover states be used; only those of interest in the situation being gamed are required. It is also possible that the vulnerable and visible area may be different.

Information on vulnerable and visible areas is available in technical manuals, design specifications, or through Army Materiel Command agencies. The data shown below is for a Blue tank and is in a typical format.

Dimensions of a Fully Exposed Blue Tank

0° (Front)				90° (Side)			
Bottom Rectangle		Top Rectangle		Bottom Rectangle		Top Rectangle	
W(m)	H(m)	W(m)	H(m)	W(m)	H(m)	W(m)	H(m)
3.5	1.4	3.1	1.0	7.0	1.4	5.2	1.0

Given this information, form TERRAIN 2 is completed as follows and as shown in Fig. 7.

Since the only information given pertains to visible area, and no factors were given to convert it to vulnerable area, the two areas will be considered equal for this game. It is also necessary to decide how to combine the front and side areas since the model does not consider target orientation except in the case of helicopters. (The model sets the side area of a helicopter equal to five times its front area.) In this game it was decided to use the mean of the two areas. Table 7 shows two options for computing the areas to be input. Under either option, Cover State 1 represents a fully exposed target, and the area is calculated as shown below.

CARMONETTE
TERRAIN 2
COVER AND CONCEALMENT

	COVER CONVERSION TABLE PRESENTED VULNERABLE AREA (METER²) < 64.0	CONCEALMENT CONVERSION TABLE PRESENTED VISIBLE AREA (METER²) < 64.0	NET COVER (1, 2, or 3)	Identification

Fig. 7 – TERRAIN 2 Entries

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Table 7

WORKING TABLE FOR COVER AND CONCEALMENT COMPUTATIONS

OPTION 1

Fraction of total area	Cover State	Condition (OPTION 2)
1	1	Fully exposed
13/14	2	In the open
6/7	3	
11/14	4	
5/7	5	At dismount points
9/14	6	
4/7	7	
1/2	8	Hasty positions
3/7	9	
5/14	10	
2/7	11	Deliberate positions
3/14	12	
1/7	13	
1/14	14	Fully covered and/or concealed
0	15	

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$$\text{Area} = \frac{\text{Front Area} + \text{Side Area}}{2}$$

$$= \frac{[(3.5 \times 1.4) + (3.1 \times 1.0)] + [(7.0 \times 1.4) + (5.2 \times 1.0)]}{2}$$

$$= \frac{4.9 + 3.1 + 9.8 + 5.2}{2}$$

$$= 11.5 \ m^2$$

This area is entered in columns 3, 4, 5 and 33, 34, 35 of line 1. Under Option 1, this area is multiplied by the appropriate fraction and the product entered as shown. Under Option 2 the gamer must decide how much of the total area is covered and/or concealed under the condition described. The gamer could decide that a tank traveling in the open would have $\frac{1}{4}$ of its hull covered; at dismount points $\frac{1}{2}$ of the hull would be covered; in hasty positions 2/3 of hull would be covered; and in deliberate positions only the top rectangle would be exposed. He would then recompute the areas and enter them in the appropriate places on form TERRAIN 2.

The total cover for a unit depends on the cover provided by the square and the size of the elements of the unit. The net-cover table provides a measure of the cover of a unit as a function of the element-size index and the cover index of the grid square by assigning to each terrain-cover index and to each element-size index a net-cover index. In effect the net-cover table is a summary of the cover conversion table with only indexing values 1, 2, or 3. Net-cover index 1 is such that a unit of dismounted infantry has good protection against a fragmentation burst. Net-cover index 2 implies fair protection for dismounted infantry against a fragmentation burst. Net-cover index 3 implies poor protection for dismounted infantry against a fragmentation burst. The net-cover index is also used to characterize the cover available in a grid square when a decision to move or fire is to be made and the unit cannot fire while moving. The net-cover index 3 implies no cover for this tactical situation. A net-cover index is assigned to each combination of element-

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size index and cover index. When dismounted infantry or open vehicles
are pinned down, the program sets their net-cover index to 1 automatical-
ly.

STEP 4 - WEAPONS DATA

Weapons simulated in CARMONETTE are described by their characteristics, accuracies, kill probabilities and target priorities. This information is input to the model using five WEAPON forms.

WEAPON 1

The characteristics of a weapon includes its minimum and maximum range; minimum crew size; reaim and reload times; round velocity; impact area for indirect fire weapons; firing signature for direct fire weapons; guidance; and ammunition types. These data are available in technical manuals, tables of organization and equipment, firing tables, test reports, project managers, and similar DA and AMC publications. They are input to CARMONETTE using form WEAPON 1 which is described below and shown in Fig. 8.

Column	Characteristic
3-6	Minimum effective range of weapon in meters. Minimum value is zero.
7-11	Maximum effective range of weapon in meters. Maximum value of 32767 results from storage allocated by program and is not a problem for weapons likely to be used in a CARMONETTE game.
12-13	Minimum number of men required to serve weapon. Minimum: 1, maximum: 63.
14-17	Average aim time of weapon, in minutes.[1]
18-19	SD of aim time, in minutes.[2]
20-23	Average reaim time after weapon has been fired, in minutes.[1]
24-25	SD of reaim time, in minutes.[2]
26-29	Average time to load weapon, in minutes.[1] } The model assumes the proper ammunition is loaded prior to initial engagement, hence these inputs are not currently used.
30-31	SD of load time, in minutes.[2] }
32-35	Average time to reload weapon after firing, in minutes.[1]

Column	Characteristic
36-37	SD of reload time, in minutes.[2]
38-42	Average round velocity, in meters per second. This velocity is taken over the range expected to be most used in the simulated battle. Minimum: 2, maximum: 32767.
43-50	For artillery and mortars, weapons 01 to 12, enter the length and width of the impact area in meters. The length is measured parallel to the direction of fire, the width perpendicular to it. The program will compare these dimensions with the grid size and store the impact area as one of four sizes: 1 by 1, 1 by 3, 3 by 1, or 3 by 3 grid squares.
53	For the 1 by 3 and 3 by 1 artillery and mortar impact areas described above the orientation is indicated as follows:

   Direction 0 implies that the direction of fire is
      parallel to the X axis.

   Direction 1 implies that the direction of fire is
      perpendicular to the X axis.

   Direction 2 implies that the direction of fire is
      45(225) degrees to the X axis.

   Direction 3 implies that the direction of fire is
      135(315) degrees to the X axis.

Column	Characteristic
51-53	For all other weapons the approximate firing signature (flash, smoke, dust, etc.), in square meters to nearest tenth. Minimum: 0.1, maximum: 63.9.
54	Enter x if weapon is guided missile.
55	Enter x if weapon cannot be reloaded until impact occurs (e.g., wire-guided missile).
56	Enter x if weapon is to fire at farthest of two equally desirable targets (otherwise nearest target will be chosen).
57-60 62-65	Can be used to record ammunition types used by weapon, e.g., high-explosive antitank (HEAT), high explosive (HE). These names are for identification only.
61,66	Enter x if ammunition has multiple-kill capability (fragmentation ammunition).
67-68	Number of rounds per trigger pull normal mode of fire. Minimum: 1, maximum: 63.

Column	Characteristic
69-70	Neutralization weight per round. Minimum: 1, maximum: 63.

[1]Minimum value: 0.002, maximum value: 7.999. If a standard deviation (SD) is to be used, this value must be at least 3.4 times the value of the standard deviation.

[2]An entry is not required, however if a standard deviation is used, its minimum value is 0.02 and maximum value is 0.99.

Examples

The following is a discussion of the WEAPON 1 entries shown in Fig. 8. Columns 1 and 2 contain weapon numbers corresponding to those assigned on the Weapons List prepared during STEP 2.

Weapon 01 is the Blue medium mortar. The field manual describing this weapon gives the following data.

    Ammunition: HE, WP, Illuminating
    Range: Minimum - 100 meters
            Maximum - 4700 meters
    Bursting Area: 30 meter diameter
    Rate of Fire: 5 rounds/minutes, sustained.

The organization chart in Fig. 3 shows a crew size of 5. A technical memorandum prepared by the Army Materiel Systems Analysis Agency adds:

    Time to fire 1st round: 15 seconds
    Probable Error: Range   - 50 meters
                         Deflection - 15 meters
    Lethal Area, HE round: Personnel, standing - 798 m^2
                            Personnel, prone   - 596 m^2

A map inspection indicates that this mortar will generally engage targets at ranges from 3000 to 4000 meters. The appropriate firing table shows the time of flight to 3500 meters is 32 seconds.

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Fig. 8 — WEAPON 1 Entries

Fig. 8 - WEAPON 1 Entries continued

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The above data is entered on WEAPON 1 using the following reasoning:

Range: Enter directly

Crew: Although 5 men are assigned, 3 can operate the weapon. If the number of men serving the weapon falls below 3 during the simulated battle, the weapon will cease firing.

Aim Time: 15 secs = 0.250 minutes. No standard deviation is given, therefore it is estimated to be ¼ the aim time and equals 0.06 minutes.

Reaim Time: Artillery and mortars do not reaim during a single mission, therefore the entrys used for aim time are used.

Load Time: This value is not used by program, hence it is left blank.

Reload Time: 5 rounds per minute is equivalent to 0.20 minutes reload time. Again the standard deviation is approximated by ¼ the basic entry.

Round Velocity: $\dfrac{3500 \text{ meters}}{32 \text{ seconds}}$ = 110 meters/second

Impact Area: Of the four impact area configurations available, the 3 by 1 most closely approximates that of the 3 tube mortar section, therefore enter 300 × 100.

Direction: The direction of fire of the mortars parallels the X axis so enter 0.

GM?, RAI?, FT?: None of these apply, therefore no entry.

Ammo: Only high explosive (HE) will be used in these games, and it is a multi-kill munition.

Rounds per TP: The weapon fires a single round per trigger pull.

Neut Wt: This is a judgmental input and is estimated to be 9.

Weapon 16 is a Red air defense multi-barreled machine gun employed in its primary role. Since the characteristics of this weapon when employed against ground targets are quite different from those in the AD role data must be entered for the system in both roles. Data on "threat weapons" is available through the Intelligence Threat Analysis Detachment (ITAD) of ACSI and AMSSA. The same sort of reasoning as was used for the Blue mortar is used in entering this weapon on the form, therefore only those entries that have a different basis will be discussed below. This discussion pertains to the AD role.

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Standard Deviations for Reaim and Reload Times: The minimum
non-zero input, 0.02, is used to indicate that a standard
deviation is desired. When the program determines that the
standard deviation is not less than the basic entry divided
by 3.4, it will compute and store the remaining reload (Reaim
or Reload Time)/3.4 rather than the 0.2 which was input.

Firing Signature: This is a judgmental input scaled to the
signature of a rifle which is set at 0.1.

GM?: Although the weapon is not a guided missile, an X in
this column causes the program to confirm that line of sight
between the AD gun and the helicopter still exists at the
time of impact. If the helicopter has remasked LOS does not
exist, and the rounds from the AD gun do not impact.

Rounds per TP: See discussion pertaining to this weapon under
form WEAPON 2.

Weapon 41 is a Blue medium antitank weapon that fires non-frag-
menting ammunition, therefore there is no option to indicate multiple kill
under ammunition.

WEAPON 2

In addition to the range to a target, the accuracy of a direct-fire weapon is a function of the following:

Volley History: Is this a first or a subsequent round?
                   Did the first round hit or miss the target?

Firer Activity: Is the firer stationary or moving?
                   Is the firer partially suppressed by
                   incoming rounds?

Taiget Activity: Is the target stationary or moving?

CARMONETTE uses the distance a round is expected to miss a target under appropriate combinations of the above factors to calculate hit probabilities. These expected miss distances are recorded on WEAPON 2. Three data cards are provided for each direct-fire weapon. They are the miss distance at maximum effective range (card 1), at 0.707 maximum effective range (card 2), and at zero range (card 3). The computer program will fit a quadratic curve to these three points to derive the miss distance for any range. It is important that the value for zero range be obtained by backward quadratic extrapolation from the minimum effective range of the weapon. This data should be provided by AMSAA or other AMC laboratories. Occasionally the data will be provided in the format required but usually comes in the form of tables or curves which use a $7\frac{1}{2} \times 7\frac{1}{2}$-ft target and give the probability of a hit given a shot $(P_{H|S})$ and the probability of a kill given a hit $(P_{K|H})$. The probability of a kill given a hit will be discussed in conjunction with WEAPON 3. Table 8 lists miss distances that correspond to hit probabilitites against a $7\frac{1}{2} \times 7\frac{1}{2}$-ft target; appropriate miss distances are entered on WEAPON 2. The preprocessor calculates selected hit probabilities based on these inputs. These values are compared with the $P_{H|S}$ curves and/or tables, and the miss distances are adjusted until the values from the preprocessor match the curves.

WEAPON 2 is completed by recording the known or estimated values of miss distance on three cards for each weapon type as shown in the accompanying explanation.

Table 8

PROBABILITY OF HITTING A STATIONARY 7½ BY 7½-FT TARGET
CORRESPONDING TO A GIVEN MISS DISTANCE MEASURED IN METERS

Miss distance	Probability of hit	Miss distance	Probability of hit
0.4	1.00	2.0	.16
0.5	0.95	2.1	.15
0.6	0.92	2.2	.14
0.7	0.88	2.3	.13
0.8	0.75	2.4	.12
0.9	0.64	2.5	.11
1.0	0.53	2.7	.09
1.1	0.48	2.8	.07
1.2	0.45	2.9	.08
1.3	0.38	3.1	.06
1.4	0.31	3.5	.05
1.5	0.29	3.8	.04
1.6	0.28	4.3-4.7	.03
1.7	0.23	4.9-6.7	.02
1.8	0.20	7.0	.00
1.9	0.17		

Column	Characteristic
Left margin	Enter weapon name for identification.
4-6	First round miss distance (to nearest 0.1 meter accuracy), firer moving, stationary target, weapon normal (not suppressed), ammunition type I.
7-9	Same as above for ammunition type II.
10-12	First round miss distance (to nearest 0.1 meter accuracy), firer moving, stationary target, weapon partially suppressed, ammunition type I.
13-15	Same as above for ammunition type II.
16-18	First round miss distance (to nearest 0.1 meter accuracy), firer moving, moving target, weapon normal, ammunition type I.
19-21	Same as above for ammunition type II.
22-24	First round miss distance (to nearest 0.1 meter accuracy), firer moving, moving target, weapon partially suppressed, ammunition type I.
25-27	Same as above for ammunition type II.
28-51	First round miss distance (to nearest 0.1 meter accuracy), firer stationary, etc.
52-63	Subsequent round miss distance (to nearest 0.1 meter accuracy), given first round hit, etc.
64-75	Subsequent round miss distance (to nearest 0.1 meter accuracy), given first round miss, etc.
NOTE:	In all cases the minimum entry is 00.0 and the maximum is 99.9.

Examples

Weapon 13 is the main gun on the Blue tank. Accuracy data similar to that provided by AMSAA is shown in Tables 9 and 10.

CARMONETTE uses a single value for probability of a kill given a hit, therefore it is necessary to combine the two probabilities given above into a single probability of a kill given a shot, decide upon a representative probability of a kill given a hit, and then modify the probability of a hit table. This modified table is shown in Table 11.

Table 9

HIT PROBABILITY ESTIMATES FOR MAIN GUN
FIRED FROM A MOVING BLUE TANK AT A
STATIONARY, VERTICAL, $7\frac{1}{2} \times 7\frac{1}{2}$-FT TARGET,
APDS ROUND

Range	Probability of a hit
250	0.92
500	0.90
1000	0.77
1500	0.55
2000	0.35
2500	0.21
3000	0.12

Table 10

PROBABILITY OF A KILL (M or F) GIVEN A HIT VS
RED TANK, EXPOSED (AVERAGED OVER ATTACK ANGLES),
APDS ROUND

Range	Probability of a kill
500	0.77
1000	0.67
1500	0.61
2000	0.48
2500	0.40
3000	0.31

Table 11

WORKING TABLE, HIT AND KILL PROBABILITIES,
WEAPON NUMBER 13, 1st ROUND, FIRER MOVING,
TARGET STATIONARY, FIRER NORMAL

Range	$P_{K|S}$	Effective $P_{H|S}$ ($P_{K|S}/0.59$)
250	0.75	1.00
500	0.69	1.00
1000	0.52	0.88
1500	0.34	0.58
2000	0.17	0.29
2500	0.08	0.14
3000	0.04	0.07

Inspection of the map of the game area shows that most Red tanks engaged by the Blue tanks will be at ranges from 1000 to 2000 meters. The average of the $P_{K|H}$ over these ranges is 0.59, therefore this value is selected as the representative $P_{K|H}$. The $P_{K|S}$ values are now divided by 0.59 to give the accuracy data to be input on WEAPON 2 as shown in Fig. 9. Range Card 2 pertains to accuracies at 0.707 of the maximum range, in this case 2121 meters. The working table (Table 11) shows the P_H to be approximately 0.28, and according to Table 8 a miss distance of 1.6 meters will result in a P_H of 0.28. Enter 1.6 in cols 5 and 6 of Card 2 of Weapon Number 13. A similar process is followed for the other Firer/Target/Round Number/Ammunition combinations. Table 12 is an example of the preprocessor output: a $7\frac{1}{2} \times 7\frac{1}{2}$-ft target has an equivalent radius of 1.3 meters.

Data on the Red air defense weapon, Weapon 16, is provided in a format similar to that for Weapon 13. Since the probability of a hit with a single round is 0.0013 at 3000 meters, and the smallest P_H used in the model is 0.02, it becomes necessary to create an artificial round that will accurately represent a burst of fire from this weapon. This is done in the following manner.

The probability of at least one hit ($P_{H/n}$) from a burst of "n" rounds is given by:

$$P_{H/n} = 1-(1-P_{H/1})^n$$

Since both $P_{H/n}$ (0.02) and $P_{H/1}$ (0.0013) are known, this expression is solved for "n"

$$n = \frac{\ln(1-P_{H/n})}{\ln(1-P_{H/1})} = \frac{0.0202}{0.0017} = 11.88 \approx 12$$

The weapon normally fires a 144 round burst. Since 12 real rounds are represented by one of our artificial rounds, the number 12 is entered in cols 67 and 68 of WEAPON 1 for Weapon 16. WEAPON 2 is then completed in the manner described above.

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The Blue MAW, Weapon 41, cannot fire on the move, therefore no entries are necessary in cols 4 through 27. Unless the crew is partially suppressed, the accuracy of this weapon is not dependent upon range; so the miss distance is the same on all three cards.

Fig. 9 - WEAPON 2 Entries

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Fig. 9 - WEAPON 2 Cont'd

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Table 12

PROBABILITY OF HIT VS RANGE, WEAPON TYPE 13, AMMUNITION TYPE I
TARGET RADIUS 1.3

WEAPON TYPE 13   AMMO TYPE 1   TARGET RADIUS (as noted per block)

PROBABILITY OF HIT VS RANGE

RADIUS	RANGE	TARGET MOVING (FIRER MOVING) NEUTRALIZED		TARGET MOVING (FIRER NOT MOVING) NEUTRALIZED		TARGET MOVING (FIRER MOVING) NEUTRALIZED		TARGET NOT MOVING (FIRER MOVING) NEUTRALIZED			TARGET NOT MOVING (FIRER NOT MOVING) NEUTRALIZED		
		YES	NO	YES	NO	YES	NO	1ST	2/M	2/M	1ST	2/M	2/M
1.9	0.	.92	1.00	1.00	1.00	1.00	.92	1.00	1.00	1.00	1.00	1.00	1.00
	750.	.84	.92	.91	1.00	.91	.91	.97	1.00	.94	1.00	1.00	1.00
	1500.	.45	.67	.58	.78	.61	.77	.42	.91	.55	.84	.94	.86
	2250.	.17	.33	.27	.41	.30	.48	.38	.72	.20	.55	.89	.39
	3000.	.09	.16	.13	.20	.16	.25	.22	.59	.09	.33	.84	.11
1.7	0.	.92	.98	.98	1.00	.92	.92	1.00	1.00	.94	1.00	1.00	1.00
	750.	.80	.91	.89	.95	.80	.89	.94	1.00	1.00	.98	1.00	1.00
	1500.	.41	.61	.53	.73	.55	.72	.66	.88	.81	.81	.92	.61
	2250.	.17	.28	.23	.38	.27	.42	.33	.67	.50	.50	.84	.34
	3000.	.08	.14	.11	.17	.14	.22	.19	.55	.30	.30	.80	.09
1.6	0.	.91	.94	.94	1.00	.91	.91	.92	1.00	1.00	1.00	1.00	1.00
	750.	.75	.89	.86	.94	.75	.84	.92	.95	.94	.95	1.00	.95
	1500.	.36	.55	.47	.67	.50	.66	.59	.84	.77	.77	.91	.77
	2250.	.14	.25	.20	.33	.22	.38	.30	.61	.44	.44	.81	.31
	3000.	.06	.13	.09	.16	.13	.19	.17	.48	.16	.25	.73	.08
1.5	0.	.88	.92	.92	1.00	.88	.88	1.00	1.00	.92	1.00	1.00	1.00
	750.	.67	.84	.81	.92	.83	.81	.91	.92	.88	.92	.95	.92
	1500.	.31	.48	.41	.61	.44	.59	.53	.80	.70	.70	.89	.70
	2250.	.13	.22	.17	.28	.19	.33	.25	.55	.39	.39	.75	.27
	3000.	.06	.09	.08	.13	.09	.16	.14	.42	.14	.22	.67	.08
1.4	0.	.83	.91	.91	.97	.83	.83	.97	.97	.97	.97	.97	.97
	750.	.61	.80	.75	.89	.77	.75	.88	.92	.83	.92	.92	.92
	1500.	.27	.42	.36	.55	.38	.52	.47	.72	.63	.63	.84	.63
	2250.	.11	.17	.14	.23	.17	.28	.22	.48	.33	.33	.69	.22
	3000.	.05	.08	.06	.11	.08	.14	.13	.38	.11	.19	.61	.06
1.3	0.	.75	.88	.88	.92	.75	.75	.92	.92	.92	.92	.92	.92
	750.	.53	.72	.69	.86	.67	.67	.83	.89	.77	.89	.89	.89
	1500.	.22	.36	.30	.47	.33	.45	.41	.66	.28	.55	.78	.55
	2250.	.08	.16	.13	.20	.14	.23	.17	.41	.09	.28	.61	.19
	3000.	.03	.06	.05	.09	.06	.11	.09	.31	.03	.16	.53	.05

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WEAPON 3 AND WEAPON 4

After a direct-fire round has hit its target or an indirect-fire round has impacted in the desired area, the model determines if the hit has caused a kill. The probability of a kill given a hit used in CARMO-NETTE depends upon whether or not the target is a vehicle, and if the target is a vehicle, whether or not it is a soft vehicle (Fire Response Class 2). WEAPON 3 contains the probability of kill given a hit by direct-fire rounds that have not fragmented; WEAPON 4 contains the probability of kill given a hit by rounds that have fragmented. The logic employed by the model in determining the probability of a kill given a hit is shown in Fig. 10.

An X in column 61 or 66 of form WEAPON 1 identifies fragmenting ammunition. If the round being considered is not fragmenting, the probability of a kill given a hit is determined from WEAPON 3. If the round is fragmenting, the target is identified as a vehicle or not. If the target is not a vehicle, it is infantry, and the probability is taken from WEAPON 4. If the target is a vehicle, it is identified as being "soft" (Fire Response Class 2) or "hard" (Fire Response Classes 3 and 4). If the target is "hard", the kill probability is taken from WEAPON 4. If the target is "soft", WEAPON 3 is consulted to determine if the round kills the vehicle before fragmenting; if it does all crew members die with the vehicle. If the round does not kill the "soft" vehicle, the probability of killing individual crew member is determined from WEAPON 4.
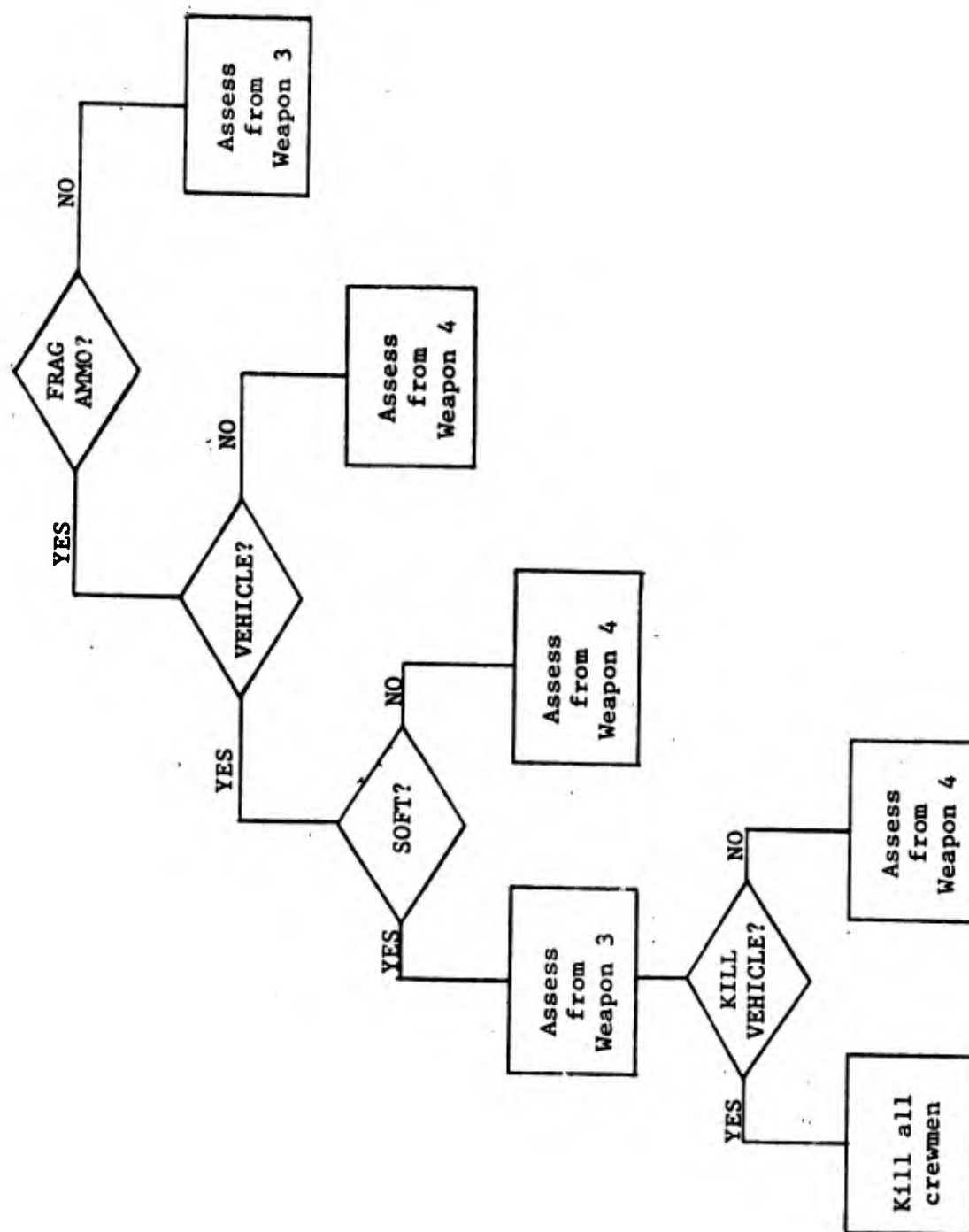
Fig. 10 - Logic for Determining Probability of a Kill Given a Hit

WEAPON 3

The probability of a kill given a hit for direct-fire weapons and
the type of ammunition to be used against each vulnerability class for
all weapons are entered on WEAPON 3 as explained below and shown in
Fig. 11. The numbers across the top of the form indicate the weapon
number; those along the left edge identify vulnerability class.

Column	Characteristic
Left & top margin	Enter vulnerability class and weapon name for identification.
5, 8, 11, 14, ...68	Enter x to indicate the ammunition type each weapon type prefers to use against each vulnerability index.
6&7, 9&10, ..., 69&70	Enter kill probabilities given a hit of each vulnerability index by each ammunition and weapon type for each direct-fire weapon. Limits: 0.00 to .99.

The probability of survival of troops who are not crew members in-
side troop carriers when the carrier is destroyed is entered as vulner-
ability class 12; this probability is usually provided by AMSAA. All
crew members are killed with the carrier.

Examples

Since Weapon 1, the Blue medium mortar, has only one ammunition
type no entries are required.

Weapon 6 is the Blue medium howitzer with dual purpose ammunition
for type I and high explosive ammunition for type II. Type I is selected
for vulnerability classes 1, 2, 3, 4, and 5; type II is selected for
vulnerability classes 6 and 7 and troops riding inside of armored person-
nel carriers destroyed by type I ammunition have a 0.95 probability of
survival.

The Blue tank gun (Weapon 13) has both armor piercing, disposable
sabot (type I) and high explosive antitank (type II) ammunition. As shown

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in Fig. 11, type I is preferred against the Red tank and type II against other targets.

Since the Blue MAW, Weapon 41, only has one type of ammunition, there is no need to mark an ammunition selection. The probabilities of killing the various type targets are as shown in Fig. 11.

CARMONETTE
WEAPON 3

KILL PROBABILITY AND AMMUNITION SELECTION
(Weapons 1 to 12)

a - X if preferred ammo type for each weapon against each vulnerability class.
c - Entries for Vuln Class 12 are probabilities of survival of passengers in troop carriers.

Fig. 11 - WEAPON 3 Entries

CARMONETTE
WEAPON 3
KILL PROBABILITY AND AMMUNITION SELECTION
(Weapons 13 to 34)

Fig. 11 - WEAPON 3 Entries continued

a - X if preferred ammo type for each weapon against each vulnerability class.
b - probability of kill.
c - Entries for Vuln Class 12 are probabilities of survival of passengers in troop carriers.

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CARMONETTE
WEAPON 3
KILL PROBABILITY AND AMMUNITION SELECTION
(Weapons 35 to 56)

a – X if preferred ammo type for each weapon against each vulnerability class.
b – ~ probability of kill.
c – Entries for Vuln Class 12 are probabilities of survival of passengers in troop carriers.

Fig. 11 – WEAPON 3 Entries continued

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WEAPON 4

The probability of killing infantry in various net-cover indexes by weapon and ammunition types is entered on WEAPON 4. The probability of killing infantry is equivalent to the lethal area of the number of rounds fired per trigger pull divided by the total impact area. For artillery and mortars the length and width of the impact area are entered in cols 43 to 50 on WEAPON 1. For other fragmenting rounds the impact area is the area occupied by the target unit (deployment area).

The kill probability of dual purpose munitions against vehicles is also entered on WEAPON 4. It should be noted that this kill probability is entered as a four-digit decimal fraction (.0000 to .9999). The type vehicle target is identified by "vulnerability class." If any type of weapon or type of ammunition is not effective against a particular type vehicle, no entry is made at this point. This kill probability is:

$$P_k = \frac{\text{vulnerable area of vehicle}}{\text{impact area}} \times \frac{\text{number of}}{\text{submissiles}} \times \frac{\text{probability of kill}}{\text{given a hit by a submissile}}$$

WEAPON 4 is shown in Fig. 12 and is completed as follows. The data on Weapon 1, the Blue medium mortar, shows the lethal areas against personnel as: standing—798 m^2; prone—596 m^2. Standing is equated to "Not responding to hostile fire." Net Cover State 2 is considered to represent typical conditions. Using the equation, $P_k = \frac{\text{Lethal Area}}{\text{Impact Area}}$, the probability of killing infantry responding to hostile fire and in Net Cover State 2 is $P_k = \frac{596}{300 \times 100} = 1.99 \times 10^{-2} \approx 0.02$. This probability when the infantry is not responding to hostile fire is, $P_k = \frac{798}{300 \times 100} = 2.66 \times 10^{-2} \approx 0.03$. These values are entered on the form as shown. The probability is lower for Net Cover State 1 and higher for Net Cover State 3, but 0.02 is the minimum entry for infantry; so it is entered for Net Cover State 1. For Net Cover State 3 the probability is increased by 0.01. Weapon 1 has no capability against vehicles, therefor there are no entries under Vehicles.

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The probability of killing infantry with the Blue medium howitzer, Weapon 6, is calculated as above. This weapon also has a dual purpose round; the probability of killing a tank with this type of ammunition is shown below. The size of the vulnerable area should be provided by ITAD or other intelligence agencies. In this case it is 15 m^2. The impact area is input on WEAPON 1 and is 9×10^4 m^2. AMSAA provides information on the number of submissiles and $P_{K|H} = 0.25$.

$$P_k = \frac{15}{9 \times 10^4} \times 90 \times 0.25 = 0.0038$$

This value is entered in cols 16 through 19 for Weapon 6. The probability of killing vulnerability classes 2, 3, and 4 is computed in the same manner. NOTE THAT ONLY VULNERABILITY CLASSES 1 THROUGH 4 CAN BE KILLED BY FRAGMENTING AMMUNITION.

Fig. 12 - WEAPON 4 Entries

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WEAPON 5

Targets are not of equal value to all firers, and all weapons are
not capable of killing all targets, therefore each weapon has specific
target preferences. These preferences, Target Lists, are input to CARMO-
NETTE using WEAPON 5. There are separate target lists for each side.
The form provides for three separate target lists for each weapon. At
each point of the battle, each unit will be told in its orders which
target list its active weapon should follow. This form consists of two
pages for each side. Page one pertains to direct-fire weapons (13-34)
with fragmenting ammunition. Page two is for direct-fire weapons (35-56)
with solid projectile ammunition. The ordering of target classes within
a list does not determine the priority in which targets will be selected.
The decision as to which target should be engaged is based on the threat
targets represent to the firer and upon their proximity to the firer.

The ordering within the lists does influence the manner in which
a unit conducts surveillance however. The model restricts a unit's sur-
veillance to an area surrounding targets that are first on each of the
three lists. This restriction is accomplished in the following manner.
A unit conducts surveillance over the entire battlefield until it deter-
mines the general location on a target that is first on one of the three
lists. The unit then restricts the area over which it is conducting
surveillance to the square occupied by the target and the eight squares
surrounding it. In the event that an observer knows the general location
of more than one target that meets the above criteria, surveillance is
restricted to the closest target. If more than one target are at the
same distance from the observer, surveillance is restricted to all of
them. If target information is lost, the process is repeated. The form
is shown in Fig. 13, and is completed as follows.

Example

Appropriate targets for the main gun, Weapon 13, on the Blue tank
are other tanks, APCs, HAWs, and self-propelled air defense weapons. The
target classes representing these targets are recorded on the form. The

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coaxial machine gun, Weapon 48, should engage infantry squads, AD shoulder fired missile gunners and the ground mount HAW when it is in range.

The Blue helo, Weapon 36, will engage targets in the same priority as the tank except that it will always engage air defense weapons first.

The Red self-propelled air defense gun, Weapon 16, and shoulder-fired missile, Weapon 53, will only engage helicopters.

Fig. 13 — WEAPON 5 Entries (Blue)

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CARMONETTE
WEAPON 5 - BLUE
TARGET LISTS (Weapons 35 to 55)

Fig. 13 — WEAPON 5 Entries (Blue) continued

CARMONETTE
WEAPON 5 - RED
TARGET LISTS (Weapons 13 to 34)

Fig. 13 - WEAPON 5 Entries (Red)

CARMONETTE
WEAPON 5 - RED
TARGET LISTS (Weapons 35 to 56)

Fig. 13 -- WEAPON 5 Entries (Red) continued

STEP 5 - SENSOR DATA

In order for the weapon considered in STEP 4 to engage targets, it is first necessary to detect targets. Detection in CARMONETTE is done by sensors and is a function of sensor type, range, target size, and target and observer activity. The model provides for six sensor classes of six types each. Three are for general sensor classes and three are special sensor classes.

General Sensors

The probability of detecting an exposed tank at a given range is much greater than that of detecting a man at the same range; however if the man is moved closer there is a range at which the probability of detecting the man is equal to that of detecting the tank at the original range. The parameter that provides a measure of the above phenomena is the solid angle subtended by each target. The solid angle subtended by a target is equal to the visible area of the target divided by the square of the range from the observer to the target. A tank (11.5 m^2) at 3000 meters subtends the same solid angle as a man (0.5 m^2) at 625 meters. CARMONETTE uses four intervals of solid angle to compute detection probabilities. These are determined by four threshold values, α_1, α_2, α_3, and α_{max}. Let A denote the solid angle presented by a target to an observer; the intervals are defined as follows:

    a. $\alpha_{max} < A < \alpha_1$

    b. $\alpha_1 \leq A < \alpha_2$

    c. $\alpha_2 \leq A < \alpha_3$

    d. $\alpha_3 \leq A$

Four states are used to describe the information possessed by an observing unit concerning a target unit. These states are:

    1.   Target's location unknown

    2.   Target known to be located in a certain grid square

    3.   Target erroneously pinpointed within a grid square

    4.   Target correctly pinpointed

Changes in the information state of an observer are determined by the model based on a transition matrix similar to the one shown below.

Subsequent state

	1	2	3	4
1	P11	P12	P13	P14
2	P21	P22	P23	P24
3	P31	P32	P33	P34
4	P41	P42	P43	P44

Present state

Probabilities of changing from the present state to the subsequent state are contained in the body of the matrix. Six probabilities; P11, P12, P14, P44, P41, and P21, are input for each sensor, in each solid angle, for stationary and moving targets, and for normal and partially suppressed observers. The other probabilities are calculated by the first preprocessor, and the matrices are then stored for use by the model.

Sensor data is generally provided by the US Army Electronics Command and is in the form of detection probability curves such as that shown in Fig. 14. CARMONETTE inputs are derived and recorded as follows. Identify the four ranges R_1, R_2, R_3, and R_{max} with their corresponding solid angle thresholds α_1, α_2, α_3, and α_{max} as shown in Fig. 15. The general sensor forms are completed as follows.

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Unaided Eye   vs   Nonfiring Tank
Not Neutralized   Exposed

——— Tank not moving
----- Tank moving

Probability

1.0   .8   .6   .4   .2

Range (meters)
1000   2000   3000   4000
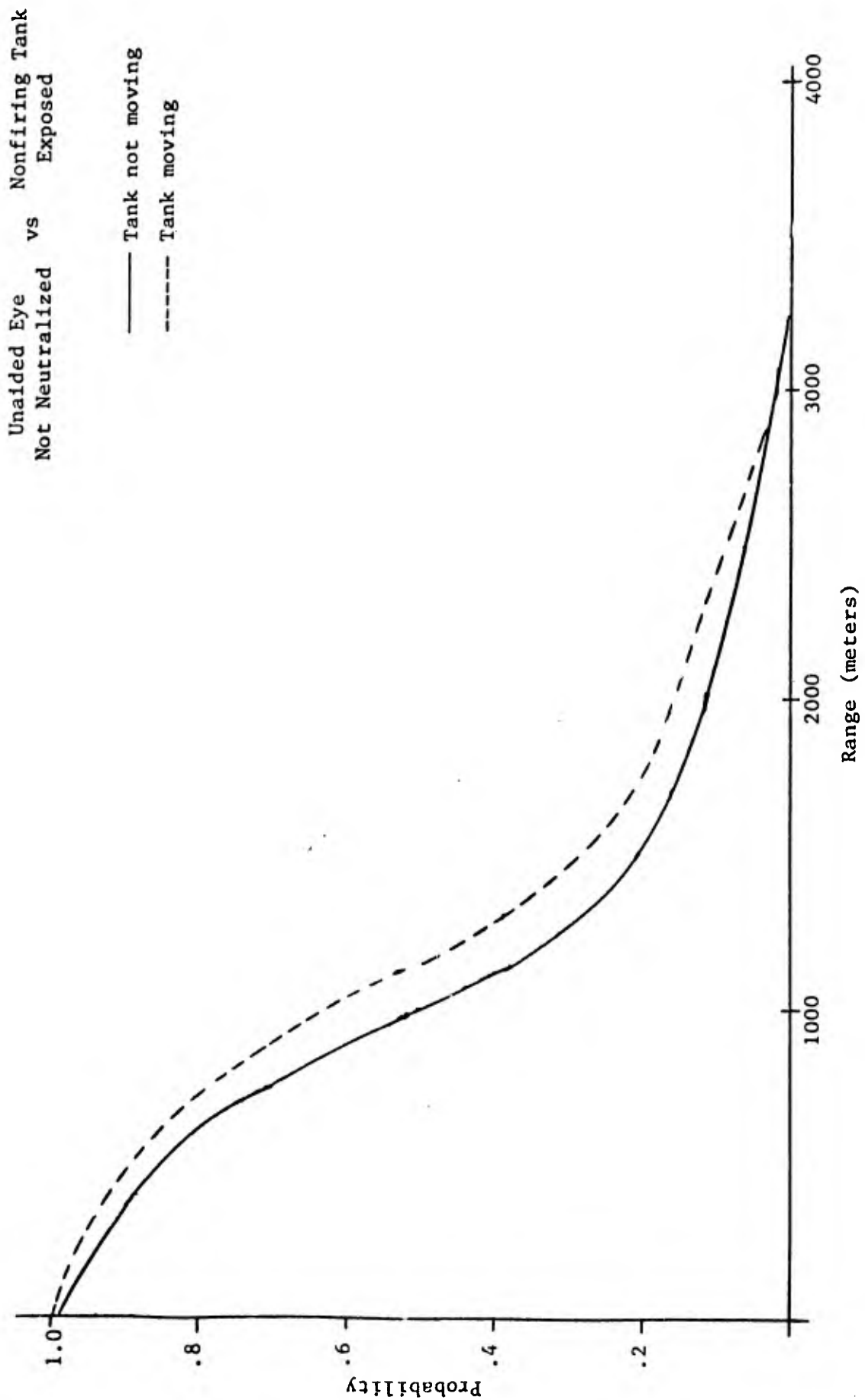
Fig. 14 – Detection Probability

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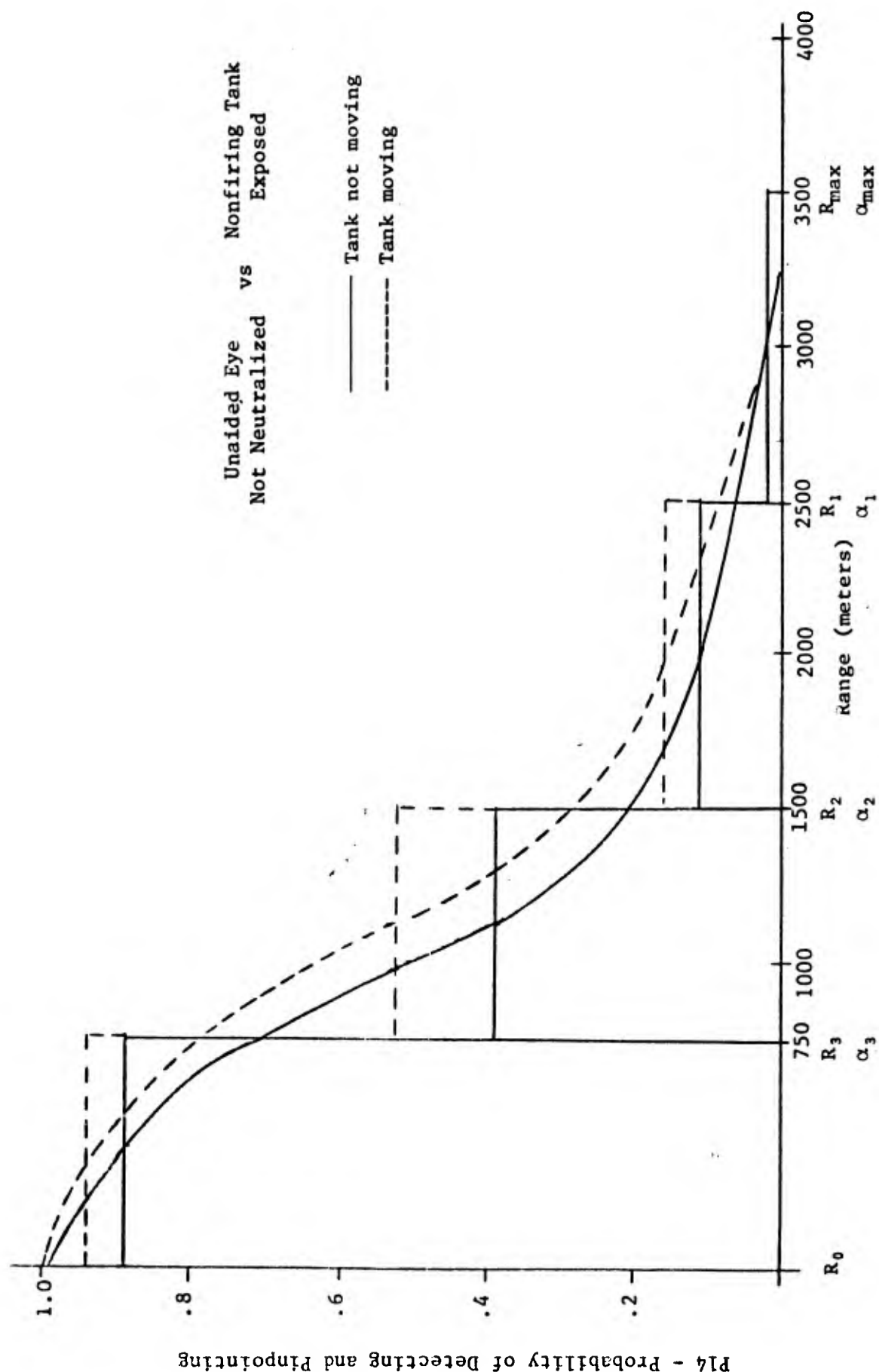
Fig. 15 — Detection Probability Curve with Ranges and Solid Angles

SENSOR 1

Sensor number 51 was identified as unaided eyes on the preliminary work sheets. When line of sight to a target is lost, two methods are used to degrade information states. The first item on SENSOR 1, the probability of loss of target information, is used each scan time to degrade the information state from State 2 to State 1 if LOS has been lost. If a unit has a higher state of information and LOS is lost, the information state will be degraded one state each time until State 2 is reached. Record in cols 3 and 4 of SENSOR 1, Fig. 16, the estimated probability that an observing unit will completely forget the existence of a target unit after line of sight has been lost; this is 0.50 for the unaided eye.

The Surveillance Interval, also referred to as the Intelligence Cycle, controls the frequency with which an observer using a specific sensor will have the opportunity to change his information state. The surveillance interval is set at 1 minute for the unaided eye and is entered in cols 5 through 8. The solid angle thresholds for non-firing targets are based on the visible area of the largest target when it is fully exposed. This area is recorded on TERRAIN 2 as the presented visible area of element size 0 in Cover State 1 and is 11.5 m^2. Calculate the thresholds as follows:

$$\alpha_1 = \frac{11.5}{(2500)^2} = 1.84 \times 10^{-6}. \quad \text{Enter in cols 9-15}$$

$$\alpha_2 = \frac{11.5}{(1500)^2} = 5.11 \times 10^{-6}. \quad \text{Enter in cols 16-22}$$

$$\alpha_3 = \frac{11.5}{(750)^2} = 2.04 \times 10^{-5}. \quad \text{Enter in cols 23-29}$$

$$\alpha_{max} = \frac{11.5}{(3500)^2} = 9.39 \times 10^{-7}. \quad \text{Enter in cols 30-36}$$

The same technique is used to determine the solid angle thresholds for firing targets, and the largest firing signature shown in cols 51-53 of WEAPON 1. It is not necessary for the ranges used for detection of firing targets be the same as those used for non-firing targets.

CARMONETTE
SENSOR 1
SENSOR CLASS TABLES

Fig. 16 – SENSOR 1 Entries

SENSOR 2, 3, AND 4

Six probabilities of changing information state are required as
inputs; three are probabilities of improving information:

P11 – The probability of not detecting a target

P12 – The probability of detecting but not pinpointing
a target (probability of gaining nearest square
information)

P14 – The probability of detecting and pinpointing a target

These probabilities are so related that their sum must not be greater
than one. Restrictions imposed by the computations require that P11 and
P12 be 0.02 or greater and that P14 may be zero but must be less than
0.96.

Example

The curve shown in Fig. 15 represents P14; the following procedure
is used to input this data. P14 for the unaided eye, not neutralized,
against a fully exposed, stationary tank between ranges of 3500 and 2500
meters is read from Fig. 15 as 0.03 and is entered in cols 21 and 22 of
SENSOR 4 (see Fig. 19). In the next range interval the probability
0.12 is entered in cols 23 and 24. The remaining two probabilities are
0.40 and 0.90 and are entered in cols 25 and 26, and cols 27 and 28
respectively. The probabilities for moving tanks can also be read direct-
ly from this figure and recorded in the appropriate columns. The prob-
abilities when the observer is partially suppressed can be obtained from
a similar curve or may be described as a percent degradation from the
normal curve. They are also recorded in the appropriate columns.

If curves are available for P11 and P12, the above technique is
used to determine entries on SENSOR 2 (Fig. 17) and SENSOR 3 (Fig. 18)
respectively. If data on these probabilities are not available, inputs
are derived judgmentally, based on the restrictions discussed above.

Fig. 17 — SENSOR 2 Entries

CARMONETTE
SENSOR 3

PROBABILITY OF DETECTING BUT NOT PINPOINTING A TARGET

Each entry must be greater than zero.

Target Solid Angle Class
1. $A < \alpha_1$ (from Sensor 1)
2. $\alpha_1 \leq A < \alpha_2$ (from Sensor 1)
3. $\alpha_2 \leq A < \alpha_3$ (from Sensor 1)
4. $A \geq \alpha_3$

$P(1-2) \geq 0.02$

$P(1-4) + P(1-2) + P(1-1) < 1.0$

Fig. 18 – SENSOR 3 Entries

Fig. 19 - SENSOR 4 Entries

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SENSOR 5, 6, AND 7

Three probabilities of loss of information state are also required. The probability that a target is still pinpointed—P44, the probability that a target that has been pinpointed is lost—P41, and the probability that a detected target is lost—P21. The sum of P44 and P41 must be less than 1.0. Also P41 must be less than the product of 1.0 minus P44 and P21, [1-P44]P21 > P41. As before, computer restrictions require that P44 and P21 each be 0.02 or greater.

The loss of target information can be caused by the minor movements of a target unit within a grid square. Using available data or judgment and observing the above restrictions, record for the same target and observer activity and sensor index the probabilities P44, P41, and P21 on SENSOR 5, 6, and 7 respectively (see Figs. 20, 21, and 22).

For other conditions of target and observer activity and for other sensor indexes these same procedures must be used.

SENSOR 8

The probability of detecting that a target is dead is used each surveillance interval to provide this information to observers that did not receive it at the time the target was killed, (i.e., for observers that come into line of sight after the death of the target). Using available data or judgment, construct range-time plots for this probability for each observer activity and sensor index and develop the values for input to SENSOR 8 in a manner similar to that described for SENSOR 2 and 3. The model does not presently differentiate between mobility and firepower kills; moving targets stop when they are killed, therefore no entries are required in cols 37 through 52 (see Fig. 23).

CARMONETTE
SENSOR 5
PROBABILITY THAT A TARGET IS STILL PINPOINTED

Each entry must be greater than zero.

Target Solid Angle Class
1. $A < a_1$ (from Sensor 1)
2. $a_1 \le A < a_2$ (from Sensor 1)
3. $a_2 \le A < a_3$ (from Sensor 1)
4. $A \ge a_3$

$P(4{-}4) \ge 0.02$

$P(4{-}4) + P(4{-}1) < 1.0$
and
$[1 - P(4{-}4)]\, P(2{-}1) > P(4{-}1)$

Fig. 20 – SENSOR 5 Entries

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Fig. 21 – SENSOR 6 Entries

CARMONETTE

SENSOR 7

PROBABILITY THAT A DETECTED TARGET IS LOST

Each entry must be greater than zero and less than the corresponding entry in Sensor 3 divided by one minus the corresponding entry in Sensor 2.

Target Solid Angle Class
1. $A < \alpha_1$ (from Sensor 1)
2. $\alpha_1 \leq A < \alpha_2$ (from Sensor 1)
3. $\alpha_2 \leq A < \alpha_3$ (from Sensor 1)
4. $A \geq \alpha_3$

$$P(2\text{-}1) \geq 0.02$$
$$[1 - P(4\text{-}4)]\, P(2\text{-}1) > P(4\text{-}1)$$

Fig. 22 — SENSOR 7 Entries

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CARMONETTE
SENSOR 8

PROBABILITY OF DETECTING THAT A TARGET IS DEAD

Fig. 23 — SENSOR 8 Entries

SENSOR 9 AND 10

The position of a weapon may be disclosed by the muzzle flash, back blast, smoke, dust, etc. caused by firing. CARMONETTE treats the locating of firing targets as a two-step process. Pinpoint (Level 4) information on a firing target can be gained only from erroneous pinpoint (Level 3), therefore the probability of erroneously pinpointing a previously unknown firing target is input using SENSOR 9 (Fig. 24). The probability of pinpointing a firing target given that it was already erroneously pinpointed is input using SENSOR 10 (Fig. 25).

PROBABILITY OF ERRONEOUSLY PINPOINTING A FIRING TARGET

Target Solid Angle Class

1. $A < \beta_1$ (from Sensor 1)
2. $\beta_1 \le A < \beta_2$ (from Sensor 1)
3. $\beta_2 \le A < \beta_3$ (from Sensor 1)
4. $A \ge \beta_3$ (from Sensor 1)

0.50 E 15 20 10 15 30 40

Fig. 24 – SENSOR 9 Entries

CARMONETTE

SENSOR 10

PROBABILITY OF PINPOINTING A FIRING TARGET GIVEN ERRONEOUS PINPOINT INFORMATION

Target Solid Angle Class

1. $A < \beta_1$ (from Sensor 1)
2. $\beta_1 \leq A < \beta_2$ (from Sensor 1)
3. $\beta_2 \leq A < \beta_3$ (from Sensor 1)
4. $A \geq \beta_3$ (from Sensor 1)

Fig. 25 – SENSOR 10 Entries

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SPECIAL SENSORS

Image Intensifier Data

Forms 37A and 37B, Image Intensifier Data, are used to input the characteristics of the image intensifier class of the passive night vision devices used in the game. (See Fig. 26.)

The entries in columns 18 through 50 of Form 37A are the values of the ordinate of the curve of the system modulation transfer function at selected values of γ along the abscissa of the curve for the type device concerned. Figure 27 shows a type curve which can be used to prepare these inputs. The values of γ_0 to γ_{10} against which the ordinate values are determined must be eleven equally spaced values along the abscissa. It is suggested that values 0.0 to 4.0 in steps of 0.4 be used if the example curve is used.

The entries in cols 3 to 8, 15 to 17, and 51 to 62 do not at present enter into the calculation routine and are provided for possible future refinement of the routine.

The entries in cols 7 to 72 of Form 37B are the ordinate values of the curve of the photocathode tube sensitivity at selected points along the abscissa of the curve. Figure 28 shows a type curve which can be used to prepare these inputs. The values of λ_0 to λ_{10} must be eleven equally spaced values along the abscissa. If the example curve is used it is suggested that values from 0.4 to 0.9 in steps of 0.05 be used. These same values for λ_0 to λ_{10} are used for determining the entries in Forms 38 and 39 for background and target reflectance.

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Fig. 26 — Example of FORM 37A and FORM 37B

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Fig. 27—System Modulation Transfer Function (MTF)

Note: The Modulation Transfer Function is a characteristic of an imaging system which expresses the loss in modulation in the output signal reference the input signal in relation to the object spatial frequency γ in cycles per milliradians.

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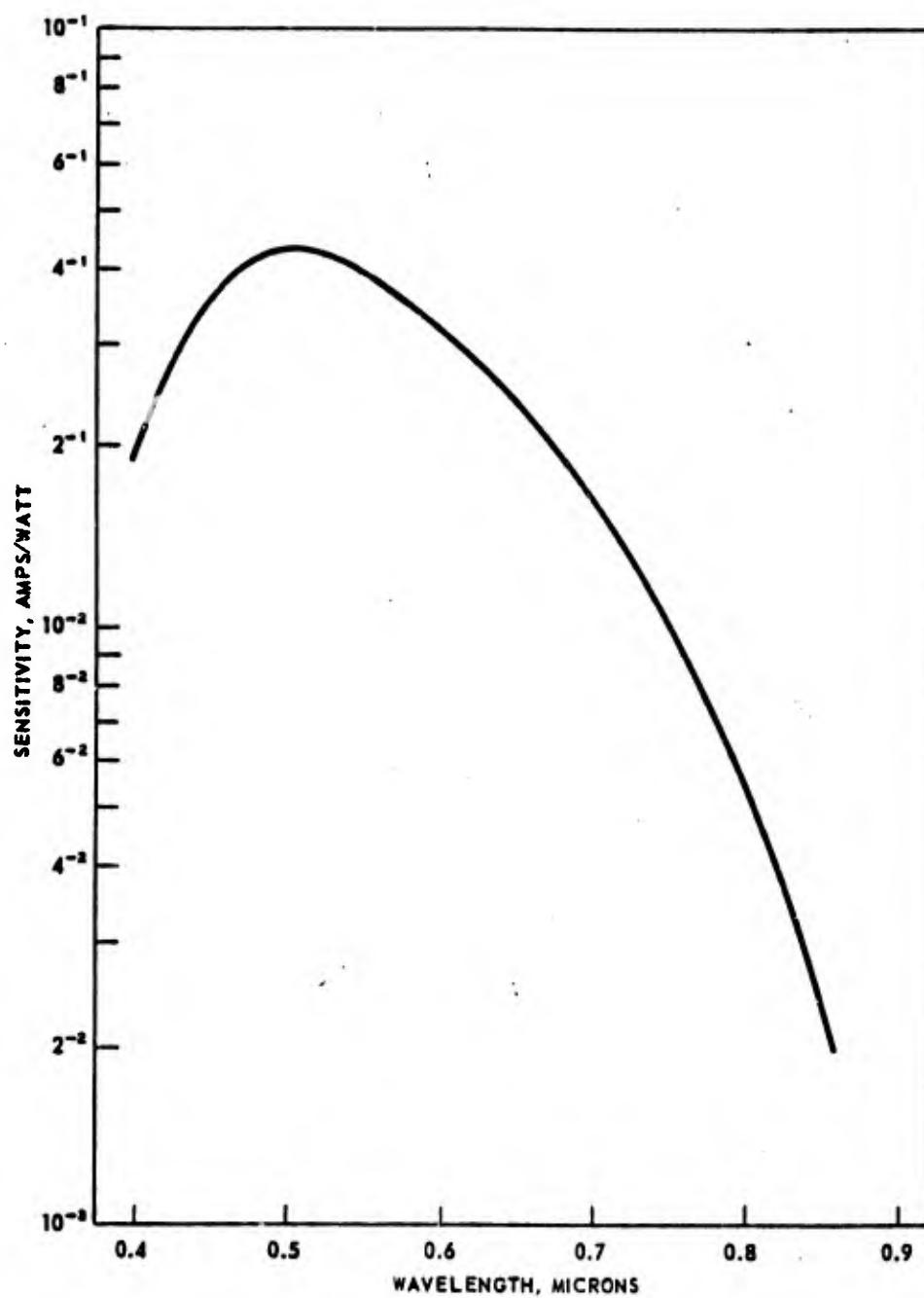
Fig. 28 – S-20 Photocathode Sensitivity, $Q(\lambda)$

Note: The S-20 is the photocathode tube used
       in the first generation of passive
       night vision devices.

Background and Target Reflectance

Form 38, Background and Form 39, Target, (Figs. 29 and 30) are used for the entries of the spectral reflectance of the types of background and of target to be played. The values of λ_0 to λ_{10} on each form on which the reflectance values are entered must be the same as the equivalent values used in preparing Form 37B. Examples of data for these inputs are shown in Tables 13 and 14.

On Form 38 the background numbers in cols 1 and 2 are equated to the values of the concealment index for the grid square as established in the preparation of the terrain inputs for the game. A determination must be made as to the type of background, i.e., sand, loam, grass, bushes, etc., to be related to the concealment indexes used.

On Form 39 the target types are identified in cols 1 and 2 and are the same as the target class numbers entered in cols 4 and 5 of UNIT 3.

Wavelength, Microns and Background Reflectance, Percent

Background Number	λ_0	%	λ_1	%	λ_2	%	λ_3	%	λ_4	%	λ_5	%	λ_6	%	λ_7	%	λ_8	%	λ_9	%	λ_{10}	%	ID Name	Seq. No.
01																							BKV1	15 15
02																							BKV1	15 16
03																							BKV1	15 17
04																							BKV1	15 18
05																							BKV1	15 19
06																							BKV1	15 20
07																							BKV1	15 21
08																							BKV1	15 22
09																							BKV1	15 23
10																							BKV1	15 24
11																							BKV1	15 25
12																							BKV1	15 26
13																							BKV1	15 27
14																							BKV1	15 28
15																							BKV1	15 29
16																							BKV1	15 30

Values for λ_0 to λ_{10} must be the same as the values of λ used as entry points on Form 37 for Photocathode Q(λ).

Fig. 29 – FORM 38 BACKGROUND

Target Size | | | Wavelength, Microns and Target Reflectance, Percent | | ID Name | Seq. No.

Values for λ_0 to λ_{10} must be the same as the values of λ used as entry points on Form 37 for Photocathode $Q(\lambda)$

Fig. 30 – FORM 39 TARGET

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Table 13

BACKGROUND REFLECTANCE

Wave length (Microns)	Type background				
	Trees, grass (Summer)	Coniferous (Summer)	Trees, grass (Autumn)	Leaves	Elephant grass
0.4	0.04	0.04	0.05	0.03	0.05
0.5	0.07	0.04	0.08	0.05	0.05
0.6	0.12	0.08	0.20	0.12	0.05
0.7	0.18	0.14	0.32	0.18	0.12
0.8	0.52	0.28	0.54	0.20	0.38
0.9	0.56	0.32	0.56	0.19	0.41

Table 14

TARGET REFLECTANCE

Wave length (Microns)	Type target			
	Fatigues	Tank	Viet hat	Black shirt
0.4	0.05	0.10	0.18	0.05
0.5	0.05	0.11	0.25	0.05
0.6	0.08	0.13	0.30	0.05
0.7	0.12	0.13	0.38	0.08
0.8	0.25	0.13	0.52	0.15
0.9	0.32	0.13	0.55	0.16

Environmental Data

Form 40 (Fig. 31) is used for the entry of the scattering and absorption coefficients associated with the different light levels. The radar degradation factors are also entered on this form.

This form could be easily expanded to include other types of environmental conditions such as fog, dust, smoke, rain and similar conditions. Such an expansion would require changes in the present programming.

Radar Characteristics

Form 41 (Fig. 31) is used for entry of the pertinent factors of radar performance that are used in the radar detection routine. The entries in cols 3 to 6 for "Threshold Target Velocity" are not used at the present time in the program and until the program is changed can be left blank.

FORM 40
ENVIRONMENTAL DATA

Conditions			Visible Light Attenuation Coefficients		Radar Degradation Factor	ID Name	Set No.
			Scattering (σ_s)	Absorption (σ_a)			
1	1	STARLIGHT	E-	E-		COND	1548
1	2	PART MOON	E-	E-		COND	1549
1	3	MOONLIGHT	E-	E-		COND	1550

FORM 41
RADAR CHARACTERISTICS

Sensor Class	Sensor Type	Threshold	Target Velocity (m/sec)	Maximum Range (m)			ID Name	Set No.
				Personnel	Vehicles			
							RADR	1927
							RADR	1928
							RADR	1929
							RADR	1930
							RADR	1931
							RADR	1932

Fig. 31 - Forms 40 and 41 Entries

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STEP 6 - MOBILITY DATA

Four basic data areas are used to describe mobility within the
model: the frequency with which fire and movement decisions will be made,
a series of doctrines that describe the movement preferences of each
unit, the maximum rates at which units may move, and rates at which units
can be ordered to move in various situations. CARMONETTE provides for
eight mobility classes. Class 0 is always dismounted infantry, classes
1-4 are always ground vehicles, and classes 5-7 are always air vehicles.
"On call" helicopters must be class 5. The doctrines and rates mentioned
above are described for each mobility class which is used in the game;
it is not necessary to use all classes.

MOBILITY 1

This form consists of four sets of movement doctrines for the
eight mobility indexes. These doctrines give the probability of a unit
moving when it has: (a) no cover and no target, (b) no cover with target,
(c) cover but no target, and (d) cover and a target. Only one doctrine
is used in the example; however, up to four may be provided for each
side and mobility index. An example of MOBILITY 1 entries is shown in
Fig. 32. No Blue units are moving under a doctrine; so no entries are
required. The only Red units moving under doctrine are the three HAW;
therefore probabilities must be entered for Red Mobility Class 2. If
the HAW has no cover and not target, it should keep moving—enter 99 in
cols 9 and 10. If it has no cover and a target, it is more likely to
keep moving than to stop and fire—enter 70 in cols 11 and 12. If it
has cover and no target, it should keep moving to its objective—enter
99 in cols 13 and 14. If it has cover and a target it is more likely
to stop and fire than to keep moving—enter 40 in cols 15 and 16.

MOBILITY 2

Three threshold values are used to establish five slope classes.
The rate of travel across a grid square of each ground-mobility index
depends on these slope classes. Figure 33 illustrates how these

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Fig. 32 - MOBILITY 1 Entries

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Fig. 33 - Definition of Slope Class
H = slope class

thresholds are used to define the slope classes. One set of thresholds is used for both negative and positive slopes. The direction of movement from a grid square of origin to the next grid square is illustrated in relation to the slope classes. In traveling from one square to the next, a vehicle is said to encounter:

(a) A negligible slope if the elevation of the two squares differs by less than Δ_1 (slope class 1).

(b) A moderate uphill slope if the destination square is higher than the square of origin, and the difference in elevation is greater than Δ_1 but less than Δ_2 (slope class 2).

(c) A steep uphill slope if the vehicle travels uphill, and the two squares differ in elevation by an amount greater than Δ_2 and less than Δ_3 (slope class 3).

(d) A moderate downhill slope if the vehicle travels from a square to one that is lower, and the difference in elevation is greater than Δ_1 but less than Δ_2 (slope class 4).

(e) A steep downhill slope if the vehicle travels downhill, and the two squares differ in elevation by an amount greater than Δ_2 and less than Δ_3 (slope class 5).

(f) An impassable slope if the absolute difference in elevation of the two squares is greater than Δ_3.

The slope thresholds (minimum 0 feet, maximum 200 ft) should be entered in cols 4 to 17 of the first five cards of the form (see Fig. 34). In the example the thresholds are 7, 20, and 60 feet for dismounted infantry (mobility class 0); 7, 20, and 50 feet for tracked and wheeled vehicles (mobility classes 1 and 2). A dismount and remount time must be entered for troop carrying vehicles in cols 33-39. This time must be greater than zero and less than 512.

To complete the form, a rate in meters per second must be indicated for each ground mobility index being used for each slope class. In the example, dismounted troops (mobility class 0) traverse moderate uphill

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CARMONETTE
MOBILITY 2
GROUND MOBILITY TABLE

Ground mobility class	Card	Slope thresholds			Dismount and remount time (minutes)	Slope class 1 (negligible) $-\Delta_1 < $ Slope $< \Delta_1$ (meters per second)						Identific.	
		Δ_1 (feet)	Δ_2 (feet)	Δ_3 (feet)		Cross-country trafficability			Trafficability of roads			ID	Seq. no.
						1	2	3	1	2	3		
0	1	07	20	60		13	10	07	14	12	10	M|0|B|2	1
1	1	07	20	50	05	45	32	22	67	67	67	M|0|B|2	2
2	1	07	20	50	05	45	32	22	67	67	67	M|0|B|2	3
3	1											M|0|B|2	
4	1											M|0|B|2	

Slope class 2 (moderate uphill) $\Delta_1 < $ Slope $< \Delta_2$ (meters per second) — Slope class 3 (steep uphill) $\Delta_2 < $ Slope $< \Delta_3$ (meters per second)

	Card	Cross-country trafficability			Trafficability of roads				Cross-country trafficability			Trafficability of roads			ID	Seq. no.
		1	2	3	1	2	3		1	2	3	1	2	3		
0	2	08	07	05	10	08	07		05	04	02	06	05	04	M|0|B|2	4
1	2	32	24	17	58	58	58		28	21	12	35	35	35	M|0|B|2	5
2	2	50	34	17	58	58	58		28	21	12	35	35	35	M|0|B|2	6
3	2														M|0|B|2	
4	2														M|0|B|2	

Slope class 4 (moderate downhill) $-\Delta_2 < $ Slope $< -\Delta_1$ (meters per second) — Slope class 5 (steep downhill) $-\Delta_3 < $ Slope $< -\Delta_2$ (meters per second)

	Card	Cross-country trafficability			Trafficability of roads				Cross-country trafficability			Trafficability of roads			ID	Seq. no.
		1	2	3	1	2	3		1	2	3	1	2	3		
0	3	15	10	08	17	14	12		12	09	05	17	14	12	M|0|B|2	7
1	3	32	24	17	65	65	65		28	21	12	40	40	40	M|0|B|2	8
2	3	32	24	17	65	65	65		28	21	12	40	40	40	M|0|B|2	9
3	3														M|0|B|2	
4	3														M|0|B|2	

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80

Fig. 34 - MOBILITY 2 Entries

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(slope class 2) terrain with good trafficability (trafficability index 1) at a rate of 0.9 meters per second; this value is entered in cols 3-7, line 02 of MOBILITY 2. The slope encountered by both tracked (mobility class 1) and wheeled (mobility class 2) vehicles influence their maximum speed, but the trafficability index of the road does not; the respective entries on MOBILITY 2 reflect this.

MOBILITY 3

Data for air units include altitude data, air mobility data, and ordered altitudes.

When air units change altitude with little net horizontal movement, such movement is measured in integral multiples of the standard altitude increment. This increment for vertical measurements is analogous to the grid size. A standard altitude increment is chosen and entered in the first field of MOBILITY 3 (Fig. 35). An estimate is made of the time required for each type of air unit to descend or climb one standard altitude increment and is entered as shown. In addition, record the maximum altitude of each air-mobility index. In the example the helicopter (mobility class 5) data are entered as shown in Fig. 35. The first entry, cols 1 to 4, indicates the desired increment of altitude change. The next two entries are the length of time to descend (0.05 min) and to climb (0.05 min) that increment. The last entry for each mobility class is the maximum altitude that the helicopter can fly during the battle (400 ft).

MOBILITY 4

Altitude-change thresholds are entered in cols 2 to 25 on MOBILITY 4 for each air-mobility class. The same or different values may be assigned to each air-mobility class.

For each air-mobility class, six altitude changes, designated alpha 1 to alpha 6 (α_1 to α_6) must be selected. Alpha 1, 2, and 3 are negative and the other three are positive. They have the following significance:

If the change in altitude of an aircraft as it goes from the center of one square to the center of the adjacent square is

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CARMONETTE
MOBILITY 3
ALTITUDE DATA

Sot. incr. (feet)	Air mobility class 5			Air mobility class 6			Air mobility class 7			Identification	
	Descent time (minutes)	Climb time (minutes)	Maximum altitude (feet)	Descent time (minutes)	Climb time (minutes)	Maximum altitude (feet)	Descent time (minutes)	Climb time (minutes)	Maximum altitude (feet)	ID	Seq. no.
50	005	005	400							M Ø B 3	

MOBILITY 4
AIR MOBILITY DATA

Air mobility class	Altitude change thresholds (feet)						Distance and remount time	Movement rates (meters per second)					Identification	
	a_1	a_2	a_3	a_4	a_5	a_6		Steep descent $a_1 < \alpha < a_2$	Moderate descent $a_2 < \alpha < a_3$	Negligible slope $a_3 < \alpha < a_4$	Moderate climb $a_4 < \alpha < a_5$	Steep climb $a_5 < \alpha < a_6$	ID	Seq. no.
5	85	55	25	20	40	75		20	40	60	35	12	M Ø B 4	1
6													M Ø B 4	
7													M Ø B 4	

MOBILITY 5
ORDERED ALTITUDE

Contour flight altitude (feet)	Level flight altitude (feet)					Identification	
	Index					ID	Seq. no.
2	3	4	5	6	7		
20	50	150	200	300	400	M Ø B 5	

MOBILITY 6
ORDERED MOVEMENT RATES

Ordered movement rates (meters per second)														Identification	
Ground units							Aircraft units							ID	Seq. no.
Index							Index								
1	2	3	4	5	6	7	1	2	3	4	5	6	7		
05	10	15	25	35	45	67	25	150	100	200	250	350	400	M Ø B 6	

Fig. 35 – MOBILITY 3, 4, 5, and 6 Entries

(a) Equal to or more than α_1 and less than α_2, the flight path is a steep descent.

(b) Equal to or more than α_2 and less than α_3, the flight path is a moderate descent.

(c) Equal to or more than α_3 and less than α_4, the flight path is of negligible slope.

(d) Equal to or more than α_4 and less than α_5, the flight path is a moderate ascent.

(e) Equal to or more than α_5 and less than α_6, the flight path is a steep ascent.

Changes of altitude may not be less than α_1 nor greater than α_6 per grid square. (Remember that α_1 is the most negative number in the set.) Such forbidden values would represent unreasonably steep dives or climbs.

If the air mobility class is a troop carrier, the time required for troops to leave the aircraft after landing and be ready to fire is entered in cols 26 to 32 of MOBILITY 4 (see Fig. 35).

Finally, movement rates (forward speeds) for each mobility index for each of the five altitude changes are entered in cols 33 to 62 of the form.

MOBILITY 5

Air units may be ordered to conduct either contour or level flight. Altitudes at which the air units should fly are input using MOBILITY 5 (see Figure 35). Under indexes 2, 3, and 4 enter three altitudes above the ground, including vegetation, at which contour flying can be ordered and under indexes 5, 6, and 7 enter three altitudes above sea level at which level flight can be ordered. The programs automatically set index 1 as "Treetop" which is 5 feet above the vegetation. The highest altitude entered must not exceed the maximum altitude entered on MOBILITY 3.

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MOBILITY 6

Ordered movement rates for both ground and air units are entered on MOBILITY 6. The rate at which the unit will attempt to move may be specified or the unit will move at its maximum rate. If units are to go slower than the rates detailed on MOBILITY 2 and 4, specify these rates on MOBILITY 6. Seven rates should be selected for ground units and seven for air units. Each rate is assigned an index from one to seven. Let the index one denote the slowest rate; it is also the rate at which partially suppressed units will move. Index seven denotes the fastest rate at which units are able to move. These indexes are used in conjunction with movement orders given to units.

STEP 7 - UNIT DATA

The CARMONETTE units that were discussed during the preliminary considerations are formed by combining the weapons, sensors, and other characteristics described during the previous steps. The Organization Lists shown in Tables 3 and 4 identify these units by number. An inspection of these lists shows that CARMONETTE units may or may not be the same as the TOE units with which we are familiar.

UNIT 1

The task organization and chain of command is recorded on UNIT 1. Command, control, and surveillance (CCS) units are somewhat analogous to headquarters in that they are the medium through which weapon units pass intelligence information; they conduct surveillance with their own sensors; and they can direct supporting helicopters and artillery to engage targets. CCS units are not subject to detection and will be killed only when their last assigned subordinate unit is killed. A weapon unit must be identified as the "Buddy Unit" for each CCS unit. Separate movement orders are not prepared for the CCS units; instead each CCS unit accompanies his buddy and moves in accordance with that unit's orders. If the first assigned buddy unit should be killed, the CCS unit transfers itself to the next listed subordinate unit. If the CCS unit is not in the actual chain of command, i.e., the forward observers and the radar teams, one of the weapon units must still be assigned as the buddy unit. Dummy subordinate units may also be assigned to provide for continuity of action by the CCS unit if the first buddy unit is killed. A weapon unit may serve as the buddy unit for more than one CCS unit in which case they would all be assumed to move together.

Weapon units will respond to calls for support only from CCS units to whom they are assigned; therefore, artillery (including mortar) and helicopter units may be subordinate to more than one CCS unit. The Target Priority Lists (WEAPON 5) prepared during STEP 4 did not include priorities for artillery and mortars, Weapons 1 through 12. Priorities for these weapons are assigned on UNIT 1; artillery and mortar units will

follow the artillery call priorities of the CCS unit to whose call they are responding. The helicopter call priorities indicate the target class preference of the CCS unit, but the helicopter will select targets based on its own selection procedures when it arrives in the battle area.

UNIT 1 is completed as shown below.

Column	Characteristic
1	Side. 1 is Blue; 2 is Red.
2-3	Enter command unit number. CCS units must be numbered consecutively starting with 49 and ending with 63. There is no hierarchy implied by a CCS unit's number.
4-5	Enter number of CCS unit to which this unit is subordinate. The senior headquarters on a side is subordinate to itself.
6-17	Enter numbers of CCS units subordinate to this unit.
18-33	Enter numbers of weapon units subordinate to this unit. Since command units transfer buddy units in the order weapon units are listed, initial buddy unit should be listed first and other units in the desired priority. Limits: 1-48.
34-35	Enter number of initial buddy unit. Should be same as entered in cols 18-19.
36-37	Enter class and type of Sensor 1.
38-39	Enter height of Sensor 1. Limits: 0-63 meters.
40-41	Enter class and type of Sensor 2.
42-43	Enter height of Sensor 2.
44-46	Enter communication cycle in hundredths of minutes. The communication cycle controls the frequency with which units pass intelligence information. Limits: 002-999.
47	Enter X if command unit is able to call for artillery support. Only artillery units subordinate to this command unit will respond to call.
48	Enter X if command unit is able to call for helicopter support. Only helicopter units subordinate to this command unit will respond to call.
49-60	List, in priority, the target class index of target types against which this command unit will call artillery. Limits: 1-15.
61-72	Same as above for helicopters.

Example

UNIT 1 is completed as described below and as shown in Fig. 36.

The Blue company commander and each of his platoon leaders are represented by a CCS unit. The commander of the outpost in front of the northern most platoon is also represented by a CCS unit. The program limitation of not more than eight subordinate weapons units per CCS unit requires that an additional CCS unit be assigned to the southern platoon. The Blue company commander is designated unit 49 and is represented on line 1 of side 1. The unit number, 49, is entered in cols 2 and 3; his superior CCS unit is also 49 and is entered in cols 4 and 5. The platoon leaders (units 50, 52, 53, and 54) are his subordinate CCS units and are entered in cols 6 through 17. The supporting helicopters (units 34 and 35) and artillery (units 36, 37, 38, 39, and 40) are his subordinate weapons units and are entered in cols 18 through 33. The commander will not ride an attack helicopter, therefore his initial buddy unit will be the lowest numbered artillery unit, unit 36, which is entered in cols 34 and 35. The commander has both binoculars (sensor 52) and eyeballs (sensor 51), and he is about 2 meters tall; these characteristics are entered in cols 36 through 43. The communications cycle controls the frequency with which the CCS unit passes information to its superior and subordinate units. The company commander is assigned a 4-minute cycle which is entered in cols 44-46. There is an implied decimal point between cols 44 and 45, hence the inputs for communication cycle are in minutes and hundredths. The artillery and helicopter call priorities are as shown. Other CCS units are processed in the same manner as the Blue company commander.

UNIT 2

Each force is divided into no more than 48 weapon units. The elements in each unit must have the same mobility, vulnerability, location, and order at all times. A unit moves from square to square with all its elements. Each unit may have up to four independent sets of weapons. Each of these four sets contains one type of weapon.

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CARMONETTE
UNIT 1
TASK ORGANIZATION

Fig. 36 – UNIT 1 Entries

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The constraints to bear in mind when assigning the forces to separate units are: (a) not more than 48 separate weapon units may be described for a side (units that are composed of a troop unit mounted in personnel carriers must be counted twice in this computation), (b) when two or more elements of the table of organization and equipment (TOE) are placed in one unit they must be homogeneous to the extent described above, and (c) each unit may have no more than 63 killable elements.

When the situation being simulated calls for infantry to operate in both the mounted and dismounted role, the infantry unit must start the game mounted. It may subsequently be dismounted and remounted as many times as desired.

UNIT 2 lists important properties of each unit. This form must be filled out twice, once for each side. Each unit on a side is given a number from 1 to 48. If less than 48 units are on a side, numbers must be assigned starting with 1 and utilizing all numbers up to the maximum on the side.

UNIT 2 (one for Blue and one for Red) must be completed with data characteristics of the units as shown in the accompanying explanation.

Column	Characteristic
4-5	Enter number corresponding to main weapon type of each unit as assigned on WEAPON 1.
6-7	Enter the quantity of each main weapon type in the unit, maximum of 63.
8-15	Enter ammunition supply of type I and type II for all weapons in the main weapon group. These numbers must be less than 4095.
16-51	Enter information for unit's second, third, and fourth weapon types in decreasing order of importance.
52-53	Enter the total number of men in each unit, maximum 63. If unit is a troop carrier, this entry should include both the crew and the mounted unit.
54-55	Enter the number of vehicles in each unit, maximum 63.

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Column	Characteristic
56-57	Enter number of men that remain in vehicle (drivers, weapon operators, etc.), maximum 63.
58-62	Enter average area each unit is expected to occupy when deployed. This area is used in assessing casualties from fragmenting ammunition.
63-64	Not presently used.
65-66	Enter height of unit's sensor device above ground, e.g., the height of a man's eyes above the ground.
67	Enter X if unit is troop carrier. If a unit is a troop carrier, the next line in the table must describe the characteristics of the passenger unit.
68	Enter X if unit cannot move.
69	Enter X if unit cannot fire. If a unit is unable to fire or unable to move, an X is made in the appropriate column. For example, a headquarters unit might be designated immobile.
70	Enter X if unit's sensor is not to be restricted to the grid square adjacent to known targets on the target priority lists.
71	Enter X if unit can call artillery. If a unit has the commuication, organization, and mission allowing it to call artillery, the appropriate column is marked X.
72	Enter X if unit is to hold fire until targets are within hold-fire range. In effect the hold-fire option presents a unit from initiating the fire fight. Maximum entry is 4095.

Example

UNIT 2 is completed as shown on Figs. 37 and 38.

Blue unit 1 is an APC armed with one heavy machine gun which has 210 rounds of ammunition. Eleven men ride this vehicle, one of whom is the crew. Since the unit is a single vehicle, its unit area is the area of the top of the vehicle (15 m^2). Its sensor height is 2 meters, and it is a troop carrier. This data is input as shown in Fig. 37.

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CARMONETTE
UNIT 2
UNIT EQUIPMENT - BLUE

Fig. 37 -- UNIT 2 Blue Entries

The squad which rides the carrier is listed immediately after it; Blue unit 2 is this squad. Blue unit 2 has 2 LAW with 8 rounds, 1 machine gun with 300 rounds, and 7 rifles with 140 rounds each. The ten squad members have no vehicles and occupy an area of 1500 m^2 when deployed.

Blue unit 7 and 8 are MAW teams; they each have 1 launcher and 5 rounds. The model does not kill weapons, it kills people and vehicles, therefore it is necessary to designate the launcher as a vehicle. The unit area assigned is that occupied by the gunner and launcher.

The other two platoons are identical to the one just discussed and their entries are the same as those above.

Blue units 25 through 28 are heavy antitank weapons mounted on an APC that also mounts a heavy machine gun. Blue units 29 through 33 are tanks with 23 rounds of type I and 23 rounds of type II ammunition for the main gun; they also have a heavy machine gun and a coaxial machine gun. The tanks will not open fire until they have target within the hold-fire range, or until they know that they or a friendly unit has been fired upon. In effect the hold-fire option prevents a unit from initiating the fire fight.

The entries in cols 52 through 57 for the helicopters, units 34 and 35, demonstrate another model idiosyncrasy. The program assigns the number of individuals required to operate the weapon as entered on WEAPON 1 to the weapons in the order of importance indicated on UNIT 2. If there are not enough men in a unit to fire all the weapons, the program will not permit the unmanned weapons to fire. Although the crew of the attack helicopter is really two men it is necessary to assign three so that Weapon C, the minigun, can shoot at the same time as the other weapons.

Entries for the Red force (Fig. 38) are made in the same manner as for the Blue. Since many of the Red units are platoons rather than individual vehicles, the entries are for three or four vehicles; e.g., Red unit 20 is a platoon of tanks plus the company commander's tank and has 4 main guns, 4 heavy machine guns, 4 coaxial machine guns, 12 men, 4 vehicles, and occupies a unit area of 4000 m^2.

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Fig. 38 - UNIT 2 Red Entries

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UNIT 3

The units identified on UNIT 2 must be further described by assign-
ing each of them to a target class, vulnerability class, mobility class,
fire-response class, sensor class, and element-size class. The Unit
Classification List (Table 5) prepared during the preliminary considera-
tions assigns an index to each item included in the games; the appropriate
indices are assigned to the units using UNIT 3 which is explained below.

Column	Characteristic
4-5	Target Class. An index number from 1 to 16 is used to assign units to target classes. All 16 need not be used. Two factors, vulnerability and firepower of the unit, determine its target class. Each hostile weapon will be given a priority ordering of target types. The target-class index therefore describes the relative desirability of units as targets for different hostile weapon types. Target class 16 is not targetable, hence it may be used for artillery units and dummy CCS units.
6-7	Vulnerability Class. An index number from 1 to 12 is used to assign units to vulnerability classes. No ranking is im-plied by the index numbers; they simply identify eleven or less different sets of units whose elements have similar vulnerabilities. Vulnerability class 12 is always used for the probability of survival of troops inside troop carriers when the carrier is destroyed. Any two vulnerability classes should be appreciably different in their vulner-abilities to the different weapons of the opposing force. Remember that only vulnerability classes 1 through 4 can be killed by fragmenting ammunition.
8	Element-Size Class. An index, numbers 0 to 9, is used to determine the probability that an element may be detected and the probability that an element may be hit by enemy fire. Index 0 corresponds to units with largest elements (e.g., tanks) and index 9 to units with smallest elements (e.g., dismounted infantrymen). Not all indexes need to be used.
9	Mobility Class. An index number from 0 to 7 is assigned to all units. Dismounted infantry must be indexed zero, index 1 to 4 apply to ground vehicles, and 5 to 7 to air vehicles. "On call" helicopters must be mobility class 5. The classes are used to determine rates of movement under various con-ditions of trafficability and combat. Should there be more than four different ground vehicles or three different air

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Column	Characteristic
	vehicles, those units that are most similar should be placed in the same mobility class. Since dismount and remount times are determined by mobility class (see MOBILITY 2, Fig. 34), troop carriers that do not have a common time should be in different mobility classes.
10	Fire-Response Class. An index number from 1 to 5 is assigned to all units. Each unit is placed in a fire-response class from 1 to 5; infantry in 1, open vehicles in 2, light armored vehicles in 3, heavy armored vehicles in 4, and aircraft in 5. These fire-response classes are used to describe how the units respond to hostile fire.
11-12	Sensor Class. Six sensor classes with index 1 to 6 are available to classify all units. Each class is further subdivided into six types. The sensors are described in SENSOR 1 through 10 and Forms 37A through 41. Each unit is assigned the appropriate type and class of sensor.
13-14	Maximum Men Per Vehicle. This number is used if one of the vehicles of a multiple vehicle unit is destroyed so that the survivors can mount the remaining vehicles of the troop-carrier unit. The number of men and vehicles per unit is shown on UNIT 2. If the survivors cannot be accommodated in the remaining vehicles, all troops will dismount and proceed as a dismounted unit. Limits: 1-63.
15-16	Fraction of Time Unavailable. For support units that are not exclusively supporting the simulated force, the fraction (expressed in percent) of time they are unavailable (due to supporting flank units not in the simulation) should be entered. Limits: 02-99.
17-18	Superior HQ. A superior headquarters identification must be entered for each unit listed. The superior headquarters identification numbers must start with 49 regardless of the number of weapon units and cannot be larger than 63. The superior HQ listed will receive intelligence information from the weapon unit each surveillance cycle.

Example

UNIT 3 is completed as follows, see Figs. 39 and 40.

Blue unit 1 is an APC and from Table 5 we determine the following:
Target Class 2 (col 5), Vulnerability Class 3 (col 7), Element-Size Class
4 (col 8), Mobility Class 1 (col 9), Fire-Response Class 3 (col 10),

Fig. 39 - UNIT 3 Blue Entries

Fig. 40 - UNIT 3 Red Entries

Sensor Class and Type 52 (cols 11 and 12). Since the unit contains only one carrier the maximum men per vehicle is the size of the squad or 11 men. Enter this number in cols 13 and 14. This carrier is part of the northern most platoon, therefore its superior headquarters is 50 (cols 17 and 18). Blue unit 2 is the squad that rides in the carrier described above and is input in the same manner as are all other Blue units.

The Blue medium antitank weapons (units 7, 8, 15, 16, 23, and 24) are described as separate units so that they can be killed separately; the model kills units not weapons. The entries for the MAW are straight-forward except for their mobility class. They cannot mount the carriers with the squads since they are not part of the squad; so they are assigned the same mobility class as the carriers and will move at the same rate as the carrier during periods when they should be mounted.

Blue units 34 and 35 are "On call" helicopters, therefore Mobility Class 5.

Red units are input in the same manner except for the carriers in the rifle platoons. These units are allowed a maximum of 15 men per vehicle. This permits two carriers in a platoon to carry the survivors of the third vehicle if it is killed. When the platoon loses a second vehicle, the last vehicle cannot carry all the surviving troops; so it dismounts its squad and the platoon continues its mission on foot.

UNIT 4

A relation between target class and vulnerability class of units, as a function of range intervals, is established by the Danger State Table, UNIT 4. Two ranges are selected that specify three range intervals. The two ranges are entered under R_1 and R_2 in cols 3 to 11 of the first UNIT 4 card, see Fig. 41. In the example $R_1 = 1000$ and $R_2 = 2000$ since these were the maximum ranges of the Blue MAW and HAW 2 respectively.

A unit in a vulnerability class may be regarded, for a given range interval, as being seriously vulnerable, moderately vulnerable, or effectively invulnerable to a unit in a target class. The states are identified by the letters S, M and I respectively and one of these letters should be placed in each square in the body of UNIT 4 for every vulnerability-class target-class combination being simulated. UNIT 4 is completed as shown in the accompanying explanation.

Column	Characteristic
12-23	Enter S, M, or I as seriously vulnerable, moderately vulnerable, or invulnerable for each vulnerability class against each target class within the range interval $0 < \text{range} < R_1$.
24-35	Same for range interval $R_1 < \text{range} < R_2$.
36-47	Same for range interval $R_2 < \text{range}$.

Example

Between 0 and 1000 meters, tanks (vulnerability class 1) are seriously vulnerable to other tanks (target class 1); invulnerable to APC (target class 2); seriously vulnerable to the Red APC 2 because of its cannon and ATGM, HAW 1, HAW-ground, HAW 2 and MAW (target classes 3, 4, 5, 6 and 7 respectively); moderately vulnerable to the LAW within the infantry squads (target class 8); seriously vulnerable to attack helicopters (target class 10); invulnerable to the AD systems (target classes 10 and 11); and moderately vulnerable to the antiarmor munitions of artillery pieces (target class 16). States for the other vulnerability classes

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are input using the same logic. Note that all vulnerability classes
are invulnerable to the MAW (target class 7) beyond 1000 meters and to
the HAW 2 (target class 6) beyond 2000 meters.

Fig. 41 — UNIT 4 Entries

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UNIT 5

Suppression or neutralization has long been recognized as a primary weapons effect, however it is not sufficiently well understood to accurately quantify all of its effects. CARMONETTE provides for two levels of suppression. Dismounted infantry and open vehicles (fire response classes 1 and 2) may be "Pinned down." In addition to these classes, light armor, heavy armor and aircraft (classes 3, 4, and 5) can be "Partially neutralized" by either direct or indirect fire. A "Pinned down" unit retains only "nearest square" intelligence, does not conduct surveillance, does not move and does not fire. A "Partially neutralized" ground unit conducts surveillance and fires its weapons with reduced accuracy, requires twice as much time to aim weapons, and moves at a slower speed. Aircraft (helicopters) drop to treetop level when fired upon, provided they are not guiding a missile to a target. If the helicopter is guiding a missile, it will drop to treetop level after the missile impacts.

In addition to many other factors, suppression is a function of the number and caliber of rounds impacting in an area and the time during which these rounds fall. The caliber of the round is represented by the neutralization weight entered on WEAPON 1, the impact area for artillery is as entered on WEAPON 1 and is one grid square for other weapons, the time to be considered is optional and is input on the first card of UNIT 5. (See Fig. 42.)

The total neutralization weight of rounds falling per neutralization interval required to cause a unit to respond to fire is listed on UNIT 5 as described below.

Column	Characteristic
2-5	On first card only, enter desired neutralization interval in minutes (nn.nn).
2-5	Enter number of rounds (of neutralization weight 1) required for fire-response class 1 (dismounted infantry) to be pinned down by a combination of direct and indirect fire.
6-9	To be partially suppressed by direct fire.

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CARMONETTE
UNIT 5
THRESHOLD FOR RESPONSE

Rounds per interval (each entry must be less than 4096)

Side		Fire response class											Identification	
	1 Dismounted infantry		2 Open vehicles			3 Light armor			4 Heavy armor			5 Aircraft		
				Response posture										
	Pinned down	Partially suppressed	Pinned down	Partially suppressed		Partially suppressed		Partially suppressed		Firing run	Not on firing run		ID	Seq. no.
		DF	IF		DF	IF	DF	IF	DF	IF		Abort msn, drop to treetop level		
P	1150													
B	400	150	210	400	160	225	170	275	1100	425	112	112	UNIT5	11
R	400	150	210	400	160	225	170	275	1100	425	112	112	UNIT5	12
													UNIT5	13

ENTER NEUTRALIZATION INTERVAL IN MINUTES THIS CARD ONLY

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80

Pinned down ~ severe fire (combination of direct and indirect)

Fig. 42 – UNIT 5 Entries

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Column	Characteristics
10-13	To be partially suppressed by indirect fire.
14-25	Same for fire-response class 2 (open vehicles).
26-29	Enter number of rounds for fire-response class 3 (light armor): to be partially suppressed by direct fire.
30-33	To be partially suppressed by indirect fire.
42-45	Enter number of rounds required for fire-response class 5 (aircraft): to drop to treetop level.
46-49	Same as 42-45.

UNIT 6

CARMONETTE units that run out of ammunition for their main weapon can either continue their mission firing their other weapons, or they can withdraw from action. Units that cannot perform their mission without their main weapon, such as ground or helicopter mounted ATGM, should be given out of ammunition orders by placing an X under their numbers on UNIT 6 (see Fig. 43).

UNIT 7

The points to which units withdraw after running out of ammunition are listed on UNIT 7 (see Fig. 43). The model will order units to the nearest escape point.

UNIT 8

There is a probability that a unit will exhibit its death by smoke, ceasing fire, stopping movement, crashing, etc., when it is killed. These probabilities are entered on UNIT 8 for each vulnerability class as shown in Fig. 43.

CARMONETTE
UNIT 6
OUT OF AMMUNITION ORDERS

Blue units

Red units

Enter: —continue on mission
X—withdraw to nearest escape point

UNIT 7
ESCAPE POINTS

Blue

Red

X—1 to 60
Y—1 to 63

UNIT 8
PROBABILITY OF INDICATING DEATH

Vulnerability class

Fig. 43 — UNIT 6, 7, and 8 Entries

UNIT 9

Each CARMONETTE unit is given specific orders that control its action throughout the simulated battle. If the unit is killed, it simply quits executing the orders. The model presently executes the 22 commands shown in Table 15. Any logical sequence of these commands may be employed to direct the actions of a unit throughout the simulated battle. UNIT 9 (Fig. 44) is used to record the order number, the prowords, and numerical values of the qualifiers. No more than 999 orders can be employed to control the battle. Each unit must be given one or more orders, and the same sequence of orders can be given to any number of units. Columns 1 to 3 indicate the order number, which must be less than 999. Columns 4 to 7 are for the order. Only five qualifiers are currently allowed and are to be recorded in the same order as listed in Table 15. The interpretation of the order, qualifier proword, and qualifier numerical values is as follows.

Order	Interpretation
NSTP	Move without stopping. Used for units capable of firing on the move. RATE must be first qualifier.
MOVE	Move, and at the center of each grid square, compare the probability of moving under the units current doctrine with a random number. If unit does not move, it may fire if so ordered. Used for units that cannot fire on the move. DOCT must be first qualifier.
STAY	Remain in place. Must be followed by qualifier FIRE, TIME, or INTL.
DISM	Causes carrier and passenger units to dismount. Carrier and passenger must be in same grid square and executing same order.
REMO	Causes carrier and passenger units to remount. Subject to same restrictions as DISM.
CHAL	Cause helicopter units to change altitude. Must be followed by qualifier LOS, TRTP, LAND.
SKIP	Causes unit to skip forward or backward a specific number of orders. Must be followed by qualifier FORW or BACK.

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Table 15

CARMONETTE COMMANDS

Narrative order[a]	Order	Qual[b] 1	No 1	Qual 2	No 2	Qual 3	No 3	Qual 4	No 4	Qual 5	No 5
move NoSToPping at RATE r to SQuaRE xx yy with KIND of fire k PRiORity p[c]	NSTP	RATE	r	SQRE	xxyy	KIND	k	PROR	p	ALT	a
MOVE under DOCTrine m at RATE r to SQuaRE xx yy with KiND of fire k PRiORity p	MOVE	DOCT	m	RATE	r	SQRE	xxyy	KIND	k	PROR	p
STAY and FIRE s shots at SQuaRE xx yy with KIND of fire k PRiORity p	STAY	FIRE	s	SQRE	xxyy	KIND	k	PROR	p		
STAY until TIME tt.tt or FIRE s shots with KIND of fire k PRiORity p	STAY	TIME	tt.tt	FIRE	s	KIND	k	PROR	p		
STAY for INTerval tt.tt or FIRE s shots with KIND of fire k PRiORity p	STAY	INTL	tt.tt	FIRE	s	KIND	k	PROR	p		
DISMount in present location	DISM										
REMOunt in present location	REMO										
Change ALtitude to get LOS	CHAL	LOS									
CHange ALtitude to TReeToP	CHAL	TRTP									
CHange ALtitude to LAND	CHAL	LAND									
SKIP FORWard	SKIP	FORW	nn	UNCD							
BACKward nn orders UNConDitionally		BACK	nn	UNCD							
if current TIME ≤ tt.tt				TIME	tt.tt						
if dead FRiendly UNits ≥ uu				FRUN	uu						
if dead ENemy UNits ≥ uu				ENUN	uu						
UNTIL friendly unit uu is in SQuaRE xx yy, If uu dies STAY 63.99				UNTL	uu	SQRE	xxyy	STAY			
UNTIL friendly unit uu is in SQuaRE xx yy. If uu dies SKIP 1 order				UNTL	uu	SQRE	xxyy	SKP1			
UNTIL friendly unit uu is in SQuaRE xx yy if uu dies go to EXIT pt				UNTL	uu	SQRE	xxyy	EXIT			
if FRiendly CAsualties ≥ nnnn				FRCA	nnnn						
if ENemy CAsualties ≥ nnnn				ENCA	nnnn						
if ENemy UNits ≥ uu are closer then RaNGE nnnn meters				ENUN	uu	RNGE	nnnn				
if FRiendly UNIT CAsualties ≥ uu for vul class TYPE vv				FRCA	uu	TYPE	vv				

[a]
r:1-7   s:1-7   xx:1-60   vv:1-12
k:0-7   m:1-4   yy:1-63   nnn:1-4095
p:1-7   s:1-7   nn:1-63   tt.tt:1-63.99
            uu:1-48

[b] Qual is left justified

[c] ... at ALTitude a (if unit is helicopter)

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Qual	No	(Qual is left justified, No is right justified)

RATE r Identifies rate (r) at which unit is to move. Values for "r" are from 1 to 7 and refer to the ordered movement rates assigned on MOBILITY 6.

DOCT m Identifies movement doctrine (m) under which a unit is moving. Values of "m" are from 1 to 4 and refer to probabilities of moving assigned on MOBILITY 1.

FIRE s Identifies the number of rounds (s) a unit is to fire under this order. Values of "s" are from 0 to 7. 0 is used if the unit is not to fire. 7 indicates that no shot limit is to be observed and other conditions determine the completion of the order.

TIME tt.tt A time measured in minutes (tt.tt) from the start of the game. Limits: 00.02-63.99.

INTL tt.tt A time measured in minutes (tt.tt) from the time the order is read.

LOS When combined with CHAL, causes a helicopter unit to change altitude to get line of sight to an enemy unit.

TRTP When combined with CHAL, causes a helicopter unit to drop from its present altitude to 5 feet above the treetop (vegetation as input on TERRAIN 1).

LAND When combined with CHAL, causes a helicopter unit to land in the square it is presently above.

FORW nn When combined with SKIP, causes a unit to skip forward nn orders. nn varies from 1 to 63.

BACK nn Same as above except skip is backward.

SQRE xxyy Identifies a grid square. xx = 1 to 60, yy = 1 to 63.

UNCD Indicates that there are no conditions on the SKIP order.

FRUN uu Indicates that condition on SKIP order is at least uu friendly units are dead. uu varies from 1 to 48.

ENUN uu Same as above for enemy units.

UNTL uu Indicates that condition on SKIP order is until friendly unit uu arrives in grid square xxyy. If uu dies before reaching xxyy the unit receiving SKIP order will take one of the following actions:

> STAY Stay in place and continue to execute order prior to SKIP.
> SKP1 Skip forward one order.
> EXIT Go to nearest escape point.

Qual	No	Interpretation
FRCA	nnnn	Indicates that condition on SKIP order is that there are at least nnnn friendly casualties. nnnn varies from 1 to 4095.
ENCA	nnnn	Same as above for enemy casualties.
RNGE	nnnn	Indicates that condition on SKIP order is that at least uu enemy units are known to be closer than nnnn meters.
TYPE	vv	Indicates that condition on SKIP order is that at least uu vehicles of vulnerability class vv are dead.
KIND	k	Describes the kind of fire to be employed.

k	Kind of fire
0	Do not fire. Can be used in conjunction with Priority 7 to put artillery and mortar units "On Call."
1	Suppressive fire at or pinpointed targets in SQRE xxyy.
2	Not defined.
3	Suppressive fire at or pinpointed targets in SQRE xxyy while the firing unit is moving.
4	Pinpointed targets anywhere.
5	Pinpointed targets in SQRE xxyy.
6	Pinpointed target anywhere while the firing unit is moving.
7	Pinpointed targets in SQRE xxyy while the firing unit is moving.

The grid square mentioned in KINDS 1 and 3 for non-zero suppressive fire area (recorded on GAME) can be the center of an area in searching for pinpointed targets. The grid square can only be indicated once in any order. Thus the destination for a move must be the same as the grid square desired for firing.

PROR	p	Describes the priority of fire to be used.

p	Priority of fire
1	Choose dangerous targets and use first target list.
2	Choose dangerous targets and use second target list.
3	Choose dangerous targets and use third target list.

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p	Priority of fire
4	Choose targets of opportunity from first priority list.
5	Choose targets of opportunity from second priority list.
6	Choose targets of opportunity from third priority list.
7	Fire as directed. Used for "On Call" artillery and mortar units and for suppressive fire.

ALT   a   Indicates the altitude (a) at which helicopters are to move. Values of "a" are from 1 to 7 and refers to altitudes assigned on MOBILITY 5.

Preparation of Orders

A narrative of each unit's actions throughout the battle should be prepared keeping in mind the conditions that can be used to indicate the completion of orders. This narrative can then be used to prepare a sequence of orders for each unit's actions. The formats shown on the right side of Table 15, and the limits on the values of the qualifiers must be precisely observed.

Care should be taken to ensure that a unit does not attempt to execute an order number that either does not exist or is intended for other units. A non-existent order will cause the unit to be killed. Unintended actions can occur when the last order in a unit's sequence does not provide for actions to or beyond the termination time, and the next sequential order is intended for other units. A convenient way to avoid this type of trouble is to follow the last STAY order by an order to skip backward one order unconditionally (SKIP BACK 1 UNCD). A non-terminating computer loop will occur if an exit from two or more SKIP orders cannot be found.

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Special Orders. Orders for supporting units follow the formats shown in Table 15, however specific entries are required. Artillery and mortars are placed "On call" by being ordered to fire with KIND 0 and PROR 7. If helicopters are to be placed in an "On call" status, two orders are required. The first order must be STAY INTL nn.nn (not less than 1.00) and the second must be STAY TIME 5000.

If a unit is designated a troop carrier on UNIT 2, the program mounts the following unit in the carrier, therefore the order DISM must be given to both the carrier and the mounted unit before they can act independently.

Examples. Orders for the elements manning the outpost on Hill 341.2 (1348) are shown in Fig. 44. Because of the manner in which the program initializes command and weapons units, it is desirable to initially order all units to stay an interval of 1 minute; it is mandatory to give this order to "On call" helicopters.

Blue 5 is an APC, Blue 6 is the squad riding in the APC, and Blue 8 is the MAW that is attached to the squad. Orders must be given first to the carrier and then to the squad, and orders must be the same for both during the time the squad is mounted. After staying an interval of 1 minute (orders 1 and 15), the carrier and squad are ordered to dismount (orders 2 and 16). The carrier then proceeds as rapidly as it can (RATE 7) to a covered position (SQRE 1247) where it will wait for the squad to rejoin it (orders 3 thru 5). After dismounting, the squad deploys and conducts surveillance until it sees three enemy units within 1000 meters of the outpost (orders 17 thru 19). The squad then proceeds to the carrier's location (order 20), and both are ordered to remount (orders 6 and 21). They then move to their final defensive position and dismount (orders 7 and 22, and 8 and 23). The final orders (9 and 10, and 24 and 25) will cause the two units to fire at pinpointed targets anywhere (KIND 4) from their first target priority list (PROR 4).

The orders for the MAW are intended to cause it to fire from the squad position (order 31), cover the withdrawal of the squad (orders 32

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Order no.	Order	Qual 1	Number 1	Qual 2	Number 2	Qual 3	Number 3	Qual 4	Number 4	Qual 5	Number 5	Qual 6	Number 6	Qual 7	ID	Seq. no.
1	STAY	INTL	1100												UNIT19	1001
2	DISM														UNIT19	1002
3	NSTP	RATE	7	SQRE	1247	KIND	0	PROR	:0						UNIT19	1003
4	STAY	INTL	50												UNIT19	1004
5	SKIP	BACK	1	UNTIL	06	SQRE	1247	EXIT							UNIT19	1005
6	REMO														UNIT19	1006
7	NSTP	RATE	7	SQRE	0946	KIND	0	PROR	:3						UNIT19	1007
8	DISM														UNIT19	1008
9	STAY	TIME	5000	FIRE	1	KIND	4	PROR	4						UNIT19	1009
10	SKIP	BACK	1	UNCO											UNIT19	1010
															UNIT19	
15	STAY	INTL	1100												UNIT19	1015
16	DISM														UNIT19	1016
17	STAY	INTL	50												UNIT19	1017
18	SKIP	FORW	2	ENUM	3	RNGE	1000								UNIT19	1018
19	SKIP	BACK	2	UNCO											UNIT19	1019
20	NSTP	RATE	7	SQRE	1247	KIND	0	PROR	0						UNIT19	1020
21	REMO														UNIT19	1021
22	NSTP	RATE	7	SQRE	0946	KIND	0	PROR	0						UNIT19	1022

Fig. 44 – UNIT 9 Entries

CARMONETTE
UNIT 9
ORDERS

Order no.	Order	Qual 1	Number 1	Qual 2	Number 2	Qual 3	Number 3	Qual 4	Number 4	Qual 5	Number 5	Qual 6	Number 6	Qual 7	ID	Seq.° no.
23	DISM														UNIT9	1023
24	STAY	TIME	5000	FIRE		KIND	4	PROR	4						UNIT9	1024
25	SKIP	BACK	1	UNCD											UNIT9	1025
															UNIT9	
30	STAY	INTL	100	FIRE	1	KIND	4	PROR	4						UNIT9	1030
31	STAY	INTL	50	FIRE											UNIT9	1031
32	SKIP	BACK	1	UNTL	06	SORE	1247	EXIT							UNIT9	1032
33	STAY	INTL	50	FIRE	1	KIND	4	PROR	4						UNIT9	1033
34	INSTP	RATE	.17	SORE	094b	KIND	0	PROR	0						UNIT9	1034
35	STAY	TIME	5000	FIRE	1	KIND	4	PROR	5						UNIT9	1035
36	SKIP	BACK	1	UNCD											UNIT9	1036
															UNIT9	
															UNIT9	
															UNIT9	
															UNIT9	
															UNIT9	

Fig. 44 – UNIT 9 Entries continued

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and 33), move with the squad and carrier to the defensive position (order 34), and then to fight with the squad during the remainder of the battle (orders 35 and 36).

UNIT 10

The final input form tells each unit the number of its first order and its starting location. More than one unit may have the same first order number, and more than one unit may be located in the same grid square. A troop carrier and its mounted unit must have the same starting location, and it is very unlikely that they will have the same first order number. Data for each unit is input using UNIT 10 as shown in Fig. 45.

Example

The first order for Blue 5 is number 1 (line 1, cols 40-42), for Blue 6 is number 15 (line 1, cols 49-51), and for Blue 8 is 30 (line 2, cols 13-15). All three units are initially located in grid square 1348 (line 1, cols 43-46 and cols 52-55; and line 2, cols 16-19).

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CARMONETTE

UNIT 10

FIRST ORDER AND STARTING LOCATION

Fig. 45 - UNIT 10 Entries

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Part III

OUTPUT AND DATA DIAGNOSTICS

INTRODUCTION

CARMONETTE outputs can be classified as those from the Terrain Generator, Preprocessors, and Game. These outputs will be discussed in the following sections.

TERRAIN GENERATOR

The terrain data prepared in STEP 3 is punched on cards and input to the terrain generator and are processed for proper format and correctness. Errors of improper format are indicated by computer printouts for debugging. An error is indentified by an item number and a type number. The item number is simply the sequence number of the data item. Since there are seven data items per card/line, a simple method of finding the one in error is to divide the item number by seven. The error is in the card/line numbered one greater than the quotient, and the remainder shows its sequence number in that line. For example, if the item number printed out is 75, the error is in the fifth item on line 11.

$$\frac{75}{7} = 10, \text{ remainder} = 5$$

$$\text{Line number} = 10 + 1 + 11$$

$$\text{Sequence number} = 5$$

The error type numbers are:

1 Illegal array name
2 Illegal grid coordinate
3 Value input not within allowable limits
4 Illegal sequencing of coordinates
5 Meters or feet not designated

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Preceding page blank

6   Array name changed before 999 terminator

7   Illegal first grid data

The erroneous data item is also shown.

Three errors detected by the terrain generator are shown in Fig. 46. The first error message indicates that coordinates 2456 are illegally sequenced (error number 4) in the fourth item of line 51 (354 ÷ 7 = 50, r = 4). A search of the line designated COV51 shows no coordinate 2456. A more detailed look, however, shows that there are two lines designated COV50, and that coordinates 2456 are entered in the fourth data item after coordinates 2856 were entered in the third data item. The second error message indicates that coordinates 2656 in the fifth data item of the same line are also incorrect. The errors in coordinates are eliminated by correcting the coordinates in the third data item to 2356. The sequence now reads: 2356, 2456, 2656 now is legal. Since the computer program does not use the sequence numbers in cols 77-80, no effort was made to correct two lines numbered 50.

The function of the terrain generator, in essence, is to collect data for a given grid square from each of the six characteristic forms (ELE, VEG, TRF, RDS, COV, and CON), convert the input number to octal, punch this data on the appropriate card in the LAND deck and print a final listing of terrain data.

LAND Deck

The organization of the LAND deck is shown in Fig. 47. As shown on the left of the figure, there are 640 cards in the LAND deck. When the input was prepared, coding started in square 0101 and X was incremented to 6001, Y was then incremented by one and the process repeated from 0102 through 6002. This procedure was continued until all squares through 6063 were represented. The data in the LAND deck follows a similar scheme. Six squares are represented on each card, therefore the 60 X-coordinates corresponding to each Y-coordinate are represented on ten cards as is shown in the center of Fig. 47. The arrangement of

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```
22 53   8 28 53   4 41 53  13 42 53   4  4 54  10 12 54   4 15 54  12 COV 48
20 54   4 42 54  13 44 54   4  4 55   8 11 55  10 13 55   4        4 COV 49
35 55  13 36 55   4 44 55  13 52 55   4  6 56  10  7 56   8 13 56  10 COV 50
14 56   4 22 56  10 28 56   6 24 56  12 26 56   4 34 56  13 36 56   4 COV 50
51 56  13 54 56   4  5 57  10  7 57   6 14 57  10 15 57   4 24 57  11 COV 51
27 57   4 34 57  10 35 57   4 39 57   8 41 57   4 54 57  13 56 57   4 CCV 52
 2 59  15  4 58   4  5 58  10  6 58   8 14 58  10 17 58   4 23 58  12 COV 53
29 58   4 39 58   8 41 58   8 55 58  13 57 58   4  5 59  10  6 59   8 COV 54
19 59   4 23 59  13 25 59   4 26 59  12 29 59   4 40 59  10 42 59   4 COV 55
45 59  12 47 59   4 56 59  13  1 60  13  5 60  10  8 60   8 13 60  10 COV 56
14 60   8 17 60   4 24 60  10 28 60   4 39 60  12 45 60  15 46 60  12 COV 57
47 60   4 55 60  13 59 60   4  4 61  10  5 61   8 19 61   4 26 61   8 COV 58
28 61   4 40 61  10 41 61   6 49 61   4 52 61  13 54 61   4 58 61  12 COV 59
 1 62   4  3 62   8 13 62   6 19 62   4 25 62  10 30 62   4 39 62  10 COV 60
41 62   4 45 62  13 52 62   4 55 62  12 56 62   4 60 62  13  1 63   8 COV 61
11 63   4 28 63  12 31 63   4 41 63  13 47 63  15 48 63   4 56 63  10 COV 62
58 63  15 59 63   4 999 -0   4 -0  -0   -0  -0   -0  -0   -0  -0  -0 COV 63

JSWCH = ,   5 ITEMS =   4,3

ITEM =   354
ERROR NUMBER  4   ILLEGAL SEQUENCING OF COORDINATES   24  56

ITEM =   355
ERROR NUMBER  4   ILLEGAL SEQUENCING OF COORDINATES   26  56
```

Fig. 46 - Terrain Generator Detected Errors

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Data Representation for One Grid Square
(Each field is in octal)

ELE   VEG   RDTRF   COV   CON
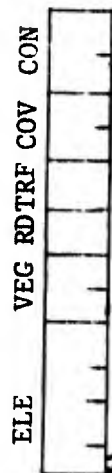
1,Y	2,Y	3,Y	4,Y	5,Y	6,Y LAND...1
7,Y	8,Y	9,Y	10,Y	11,Y	12,Y ...2
13,Y	14,Y	15,Y	16,Y	17,Y	18,Y ...3
19,Y	20,Y	21,Y	22,Y	23,Y	24,Y ...4
25,Y	26,Y	27,Y	28,Y	29,Y	30,Y ...5
31,Y	32,Y	33,Y	34,Y	35,Y	36,Y ...6
37,Y	38,Y	39,Y	40,Y	41,Y	42,Y ...7
43,Y	44,Y	45,Y	46,Y	47,Y	48,Y ...8
49,Y	50,Y	51,Y	52,Y	53,Y	54,Y ...9
55,Y	56,Y	57,Y	58,Y	59,Y	60,Y ..0

Arrangement of X's within the 10 cards
for each Y-coordinate

LAND Deck (640 cards)

LAND 1, 2, ... 10	(X,1)
11, 12, ... 20	(X,2)
21, 22, ... 30	(X,3)
(10Y-9), (10Y-8), ... 10Y	(X,Y)
621, 622, ... 630	(X,63)
631, 632, ... 640	(X,64)

Fig. 47 - Organization of the LAND Deck

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data (stored in octal representation) for a single grid square is shown at the top center of the figure. An example of a card from the LAND deck is shown in Fig. 48. The first two digits of the identification number, 30, shows that the card is one of those pertaining to $Y = 31$; the third digit, 6, shows that it pertains to squares 3131 through 3631. The following data pertains to square 3331: Elevation - $1770_8 = 1016$ ft, Vegetation - $2_8 = 2$ ft, Roads - $0_8 = 0$, Trafficability - $1_8 = 1$, Cover - $04_8 = 4$, Concealment - $06_8 = 6$. These values may be checked against the printed output shown in Fig. 49.

Final Listing of Terrain Data

Final printed output after error corrections from the terrain data input routine will appear as shown in Fig. 49. For each grid square the printout contains coordinates, the packed octal data word, and the specific values of the six terrain factors.

PREPROCESSOR

When all data prepared during STEPS 4-7 is combined with the LAND deck, it makes up the game input deck. Before this final deck can be input to the computer, the form from which this data was taken must be identified by a header card. The header card is simply a card on which only the form ID has been punched in columns 73-76 (GAME, WPN1, SENP, MOB6, UNTO, TER2, LAND). The header card is placed in front of the portion of the input deck it identifies, appropriate control cards as discussed in Volume III are added, and the deck is input to the preprocessor that compiles the data and produces a listing of the data arrays and an intermediate file. The preprocessor then uses the intermediate data file to compose a final data file and a final listing of certain combinations of data. This part describes the output of the preprocessors. The diagnostics should be studied with extreme care before making computer runs with the data.

Because of differences in computer systems and their use and differences in the output formats used by the General Research Corporation

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Fig. 48 - Example of a card from the LAND Deck

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PAGE	1 COORDINATES	PACKED OCTAL	ELE	VEG	ROADS	TRF	CVR	CON
	(1, 1)	002145771212	1125	63	0	2	8	10
NO CHANGE THROUGH (61,30) INCLUSIVE								
	(62,30)							
	(63,30)							
	(1,31)	002153771617	1131	63	0	3	8	15
	(2,31)	002174777617	1148	63	3	3	8	15
	(3,31)	002145771212	1125	63	0	2	8	10
	(4,31)	002174777617	1131	63	3	3	8	15
	(5,31)	002214361217	1164	30	0	2	8	15
	(6,31)	002174241657	1148	20	0	3	10	15
	(7,31)	002133020612	1115	2	0	1	8	10
	(8,31)	002112022604	1098	2	0	1	8	4
	(9,31)	002060022060+	1072	2	0	1	8	4
	(10,31)	002040020604	1056	2	0	1	8	4
	(11,31)	002031020604	1049	2	0	1	8	4
	(12,31)	002052020604	1066	20	0	2	9	10
	(13,31)	002112241232	1098	2	0	1	9	4
	(14,31)	002133020624	1115	2	0	1	12	13
	(15,31)	002133020715	1115	2	0	1	12	13
	(16,31)	002060020715	1072	2	0	1	12	4
	(17,31)	002072020704	1082	2	0	1	12	13
	(18,31)	002052020704	1066	35	0	3	13	13
	(19,31)	002031437735	1049	35	0	3	13	13
	(20,31)	002011437735	1033	35	0	3	13	13
	(21,31)	001750437735	1060	15	3	3	13	13
	(22,31)	001756177335	1000	2	3	2	8	10
	(23,31)	001750321212	1000	2	3	1	8	6
	(24,31)	001750020606	1000		0			
NO CHANGE THROUGH (25,31) INCLUSIVE								
	(26,31)	001750147326	1000	12	3	2	13	6
	(27,31)	001750147324	1000	12	3	2	13	4
	(28,31)	001750010504	1000	1	0	1	4	4
NO CHANGE THROUGH (30,31) INCLUSIVE								
	(31,31)	001750021106	1000	2	0	2	4	6
NO CHANGE THROUGH (32,31) INCLUSIVE								
	(33,31)	001770020506	1016	2	0	1	4	6
	(34,31)	002011020506	1033	2	0	1	4	6
	(35,31)	002031020506	1049	2	0	1	4	6
	(36,31)	002052241652	1066	20	0	3	10	10
	(37,31)	002263241114	1075	20	0	2	4	12
	(38,31)	002272241114	1082	20	0	2	4	12

Fig. 49 – Printout of Final Terrain Data

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(GRC) and the US Army Concepts Analysis Agency (CAA), the preprocessor outputs are not identical in appearance, but they do contain the same information. In the examples that follow, the version of the model that produced the sample will be identified.

The input data shown in Appendix A contains the correct entries that produced the sample game. The errors shown were diagnosed by the data-preparation preprocessors during the development of the sample game and are typical of those made by individuals using the model.

After compilation of the input data the preprocessor yields computer printouts of the transactions that have been conducted, illegalities present in the data, and input data arrays.

Transactions and Illegalities

In the GRC version, three types of transactions may be performed: install, change, and copy. In Fig. 50, which shows the GRC version Transaction Record and Data Errors, the install transaction, INST, is printed to the left of the treatment identification, 9901. The transaction and treatment are preceded by the run control card. The remaining two columns of information in the upper right side of Fig. 50 are the form header cards used to identify input data. The minus zero is the Control Data computer translation of the blanks that follow the ID in columns 73-76 of the header card.

In Fig. 50 there was a keypunch error on WEAPON 2, card sequence number 33; the arrow points to a minus sign in the first data entry to the right of 383. This should have been 0, and the error was corrected by repunching the card. Card number 10 in WPN5 indicates a target class 20 on the Target Priority List for Blue weapon 44. A check of the input shows that the number 12 was punched on column to the left of the proper field, therefore the computer only read the 2 in the first cell and assumed a zero in the second. This error was also corrected by repunching the card. The errors shown for UNIT 9 601 and 803 also resulted from entries being out of field and were corrected by repunching the cards. (ENDP 9901 indicates the completion of the data-illegality

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Fig. 50 - Transaction Record and Data Errors

processing of the treatment.) The final message indicates that the thirteenth data entry for sensor number 52 caused the sum of P11, P12, and P14 to be greater than 99. The error was corrected by changing the thirteenth entry from 94 to 93. It should also be noted that TER2 data was not included in the inputs; the Second Preprocessor will not function without this data.

The CAA version of the preprocessor produces the same information in nearly identical format. The apparent differences are: the run control, transaction, treatment identification, and completion of data-illegality processing are not listed. A major difference that is not obvious is that the CAA version checks to insure that all possible decks are present, and if one is not, a message is printed indicating that the subject input was not used; e.g., INPUT FORM NOT USED TER2.

Data Arrays

After the input data have been compiled, they are listed as FORTRAN arrays, with several items stored (packed) into each word of the array. The packing specifications are of little interest to the CARMONETTE gamer and are dependent upon the computer system being used; they are described in Volume III. The arrays are presented and discussed on the following pages in the order of their appearance in the CAA preprocessor output. Because of rounding and base changes (from decimal to octal) some data may vary slightly from the input values.

Data input from Form WEAPON 1 is shown in Fig. 51. The range and crew are stored in ARRAY KR; aim and realm times and standard deviations in KWPAT; flight time (calculated by dividing the grid size by round velocity in meters per minute), reload time and standard deviation, round velocity, and rounds per trigger pull in KWPLT. The firing signature, which is scaled to 7.9, is stored in KWS; and the direction, width and length of artillery and mortar impact areas is stored in LWARTY.

The total tactical standard deviations shown in Fig. 52 come from Form WEAPON 2 and are stored in ARRAY KSIG. Figure 53 shows the probabilities of a kill given a hit that were input from Form WEAPON 3 and

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and are stored in KPKH; the figure also shows the probabilities of indi-
cating death as input from Form UNIT 8 and that are stored in KBURN.
The probability of killing infantry with fragmenting ammunition and
vehicles with dual purpose ammunition was input from Form WEAPON 4;
this data is stored in KPKIH and is shown is Fig. 54. The target lists
are shown in Fig. 55; they were input from WEAPON 5 and are stored in
KCTP. The arrays shown in Fig. 56 were prepared from UNIT 3 inputs and
are intended to assist the gamer in reading the Target Lists and Danger
State Tables. The Danger State Tables shown in Fig. 57 were input from
Form UNIT 4 and are stored in KSVR; the critical ranges were taken from
the same form and are stored in KSVRR.

Figure 58 shows unit description data that was taken from Forms
UNIT 2 and 3 and is stored in KUDW. The data shown in Fig. 59 comes
from several Unit forms; it is discussed below. Starting Order and
Location are from UNIT 10 and are stored in KNTR and LOC respectively.
Assigned weapons are input from UNIT 2 and are stored in KWT; the number
of weapons is also from UNIT 2 and is stored in KNTB. UNIT 2 also
identifies the amount of ammunition available for each weapon; this data
is stored in LAMW. The number of drivers, vehicles, and men are input
from UNIT 2, and the maximum men per vehicle from UNIT 3; all of this
data is stored in MAN.

An X under a unit's number on Form UNIT 6 indicates that that unit
withdraws to the nearest escape point when it runs out of ammunition for
its main weapon; units having escape orders are shown in ARRAY KACX
(see Fig. 60). An X in the appropriate column of Form UNIT 2 identifies
certain unit characteristics. These characteristics and the array that
contains the information are described below.

Characteristic	Array
Is unit able to call artillery?	KHQ
Is unit a troop carrier unit?	KTCJ
Does the unit's main weapon require guidance?	LGM
Is unit unable to fire?	IFIRE
Is unit unable to move?	IMOB
Is unit a hold-fire unit?	KEY

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As shown in Fig. 60, all seven of the arrays discussed in this paragraph are simply one dimensional packed arrays. The numbers in these arrays represents three bits in the following octal-binary conversion:

Octal	Binary
0	000
1	001
2	010
3	011
4	100
5	101
6	110
7	111

The first sixteen of these numbers represent the 48 units that may be on each side. If the bit representing a specific unit is "ON" (=1), the unit has the appropriate characteristic. The technique of interpreting these arrays is shown in Table 16. The bits for units 1, 3, 5, 9, 11, 13, 17, 19, and 21 are "ON;" therefore these Blue units are troop carriers. The bits for units 41-48 are also "ON," but there are only 40 Blue units, so these last bits are ignored.

The input forms and array names pertaining to the other data shown in Fig. 60 are listed below.

Title	Form	Array
Infantry Pin-Down Threshold	UNIT 5	LTFI
Direct Fire Threshold	UNIT 5	LTF2
Indirect Fire Threshold	UNIT 5	LTF3
Firing Run Thresholds for Aircraft	UNIT 5	LTHF
Treetop Thresholds for Aircraft	UNIT 5	LTHN
Direct Fire Thresholds for Light Armor	UNIT 5	LTM2
Indirect Fire Thresholds for Light Armor	UNIT 5	LTM3
Direct Fire Thresholds for Heavy Armor	UNIT 5	LTT2
Indirect Fire Thresholds for Heavy Armor	UNIT 5	LTT3
Pin-Down Thresholds for Soft Vehicles	UNIT 5	LTZ1
Direct Fire Thresholds for Soft Vehicles	UNIT 5	LTZ2
Indirect Fire Thresholds for Soft Vehicles	UNIT 5	LTZ3
Suppressive Fire Searching Distances	GAME	KASQ
Escape Points	UNIT 7	JEXIT

The slope thresholds and dismount times for ground units shown at the top of Fig. 61 was input from MOBILITY 2 and is stored in KSLOPE and KDMTIM. The ordered ground movement rates are from MOBILITY 6 and

Table 16

TECHNIQUE FOR INTERPRETING PACKED ARRAYS

TROOP CARRIER UNIT, BLUE

Array (Octal)	5	2	1	2	4	2	5	0	0	0	0	0	0	0	3	7	7
Represents (Binary)	101	010	001	010	100	010	101	000	000	000	000	000	000	000	011	111	111
Unit number	123	456	789	101112	131415	161718	192021	222324	252627	282930	313233	343536	373839	404142	434445	464748	

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are stored in LTG; RATE is as input (in meters per second), and TIME indicates the time (in minutes) required by a unit moving at that rate to cross one-half of a grid square. Maximum ground travel rate is taken from MOBILITY 2 and is stored in MMTG; TIME and RATE are as described above.

The probabilities of moving by doctrine shown at the top of Fig. 62 were input from Form MOBILITY 1 and are stored in MOVPRB. The other arrays shown in Fig. 62 pertain to air units and are analogous to that for ground units; their input forms and array names are listed below.

Title	Form	Array
Air Units Mobility Input Data		
Descend and Climb Times	MOBILITY 3	INCTON
Altitude Thresholds	MOBILITY 4	LACTT
Altitude Increment, Maximum Altitude	MOBILITY 3	LACTT
Minimum Movement Rate	MOBILITY 4	MMTA
Ordered Air Movement Rates	MOBILITY 6	LTA
Ordered Altitudes	MOBILITY 5	LACTT

The radii for detection and hit shown in Fig. 63 are scaled from TERRAIN 2 inputs and are stored in KON1, KOV1, and KOV2.

The solid angle thresholds, surveillance intervals, and probabilities of loss of target information shown in Fig. 64 are from Form SENSOR 1 and are stored in KGTEST, KSA, ISCAN, and IP4 respectively. The probabilities of pinpointing an enemy that has fired are from SENSOR 9 and 10, and are stored in KDP13 and KDP34. The assess and cycle times at the bottom of the page are from GAME and are stored in KATIME and KCTIME.

The effective solid angle thresholds are calculated by the preprocessor and are printed out for the gamers information as shown in Fig. 65 for non-firing targets and in Fig. 66 for firing weapons. Figure 67 shows the detection probabilities that were input from Forms SENSOR 2 through 8 and those that were computed by the preprocessor. The probability of detecting that a target is dead is stored in LPDC; the other probabilities are stored in arrays labeled as shown (LP12, LP13, etc.).

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The Task Organization input from UNIT 1 is stored in CCSU and is shown in Fig. 68. The orders given each unit on UNIT 9 are stored in MISN and shown in Fig. 69.

After all data has been read in, all errors corrected, and the data stored in the proper arrays, the preprocessor calculates the probability of hitting each element size with each type of ammunition from each weapon at selected ranges. An example of these calculations is shown in Fig. 70. The preprocessor also determines the initial cover and concealment for each unit, and enemy units to which it has line of sight; this report is shown in Fig. 71.

The final output of the preprocessor is shown in Fig. 72. This data is of little direct interest to the gamer, but is of great assistance to the individual responsible to assist the gamer in determining why some unit did not do as expected in a game and for that reason is included in the second preprocessor output.

Tables 17 and 18 provide a cross index between input sources and FORTRAN array names.

Table 17

FORTRAN ARRAY NAMES AND INPUT DATA SOURCES

Figure number	FORTRAN array name	Source input form
51	KR	WPN1
51	KWPAT	WPN1
51	KWPLT	WPN1
51	LWARTY	WPN1
51	KWS	WPN1
52	KSIG	WPN2
53	KBURN	UNT8
53	KPKH	WPN3
54	KPKIH	WPN4
55	KCTP	WPN5
57	KSVR, KSVRR	UNT4
58	KUDW	UNT2 & 3
59	KNTB	UNT3
59	KNTR	UNT0
59	LAMW	UNT2
59	LOC	UNT0
59	MAN	UNT2 & 3
60	KACX	UNT6
60	KHQ, KTCJ, IFIRE, IMOB	UNT2
60	LGM	WPN1
60	KEY	UNT2
60	LTFI, LTF2, LTF3, LTHF, LTHN LTM2, LTM3, LTT2, LTT3, LTZ1 LTZ2, LTZ3	UNT5
60	JEXIT	UNT7
61	KDMTIM, KSLOPE	MOB3
61	LACTT	MOB3, 4, & 5
61	LTA	MOB4 & 6
61	LTG	MOB6
61	MMTG	MOB2
61	MOVPRB	MOB1
62	MMTA	MOB4
63	KON1, KOV1, KOV2	TER2
64	KSA	SENS
64	KDP13, KDP34	SENF
64	KGTEST	SENS
64	LPDC	SENP
64	1SCAN	SENS
67	LP12, LP13, ...,LP34, LP44	SENP
64	IP4	SENS
	KATIME, KCTIME	MOB1
68	CCSU	UNT1
69	MISN	UNT9

Table 18

INPUT DATA SOURCE AND FORTRAN ARRAY NAME

Source input form	FORTRAN array name	Figure number
TER1	LAND	
TER2	KON1, KOV1, KOV2	63
WPN1	KR, KWPAT, KWPLT, LWARTY, KWS	51
WPN2	KSIG	52
WPN3	KPKH	53
WPN4	KPKIH	54
WPN5	KCTP	55
SENS	KSA, KGTEST, ISCAN, IP4	64
SENP	LP11, LP12, LP13, LP14, LP21,	
	LP23, LP24, LP31, LP32, LP34,	
	LP41, LP42, LP43, LP44, LPDC	67
SENF	KDP13, KDP34	64
MOB1	MOVPRB	61
MOB2	KDTIM, KSLOPE, MMTG	61
MOB3	LACTT	61
MOB4	LACTT, LTA	61
	MMTA	62
MOB5	LACTT	61
MOB6	LTA, LTG	61
UNT1	CCSU	68
UNT2	KUDW	58
	LAMW, MAN	59
	KHQ, KTCJ, IFIRE, IMOB, KEY	60
UNT3	KUDW	58
	KNTB, MAN	59
UNT4	KSVR, KSVRR	55
UNT5	LTFI, LTF2, LTF3, LTEF, LTHN, LTM2,	
	LTM3, LTT2, LTT3, LTZ1, LTZ2, LTZ3	60
UNT6	KACX	60
UNT7	JEXIT	60
UNT8	KBURN	53
UNT9	MISN	69
UNTO	KNTR, LOC	59

WEAPON CHARACTERISTICS

WEAPON TYPE	RANGE MIN	RANGE MAX	WEAPON CREW	AIMING TIME MEAN	AIMING TIME S.D.	REAIMING TIME MEAN	REAIMING TIME S.D.	FLIGHT TIME	RELOAD TIME MEAN	RELOAD TIME S.D.	ROUND VELOCITY M/SEC	ROUND PER TRIGGER PULL	FIRING SIGNATURE (SCALED 7.9)
1	100	4700	3	.25	.05	.25	.05	.015	.20	.05	110	1	.000
2	500	5500	3	.25	.05	.25	.05	.007	.20	.05	252	1	.000
3	458	5700	3	.25	.05	.25	.05	.007	.20	.05	243	1	.000
4	200	15300	6	.25	.05	.25	.05	.007	.20	.05	243	1	.000
5	200	12200	6	.25	.05	.25	.05	.007	.20	.05	227	1	.000
6	500	18000	3	.25	.05	.25	.05	.007	.20	.05	227	1	.000
7	500	16800	3	.25	.05	.25	.05	.009	.20	.05	184	1	.000
13	0	3000	1	.17	.03	.15	.03	.001	.28	.06	1706	1	7.875
14	0	3000	1	.17	.03	.15	.03	.001	.28	.06	1706	1	7.875
15	0	2000	1	.17	.03	.15	.03	.003	.20	.02	620	1	7.875
16	0	3000	2	.13	.02	.04	.02	.005	.05	.02	359	1	4.875
17	0	2500	2	.13	.02	.04	.02	.005	.05	.02	359	12	4.875
18	0	1500	1	.20	.03	.10	.02	.008	.10	.02	200	1	3.125
19	0	3000	2	.20	.03	.10	.02	.007	.10	.02	252	1	4.500
35	0	3000	2	.12	.02	.40	.08	.009	.33	.06	195	1	6.375
36	0	3000	1	.06	.00	.40	.00	.009	.20	.02	195	1	6.375
37	500	3000	1	.07	.03	.15	.03	.009	.50	.11	195	1	6.375
38	500	3000	1	.07	.03	.15	.03	.009	.50	.11	195	1	6.375
39	500	3000	1	.07	.03	.15	.03	.009	.10	.02	195	1	6.375
40	0	2000	1	.02	.02	.22	.05	.009	.22	.05	195	1	5.500
41	0	1000	1	.02	.02	.22	.05	.019	.22	.05	179	1	5.500
42	0	600	1	.02	.02	.17	.03	.005	.10	.02	89	1	3.125
43	0	547	1	.02	.02	.10	.02	.010	.25	.05	359	1	3.125
44	0	1700	1	.13	.03	.50	.02	.004	.40	.00	170	1	2.000
45	0	1700	1	.04	.02	.05	.02	.004	.40	.00	401	2	2.000
46	500	2000	1	.13	.03	.03	.03	.004	.40	.00	401	2	2.375
47	0	1500	1	.04	.00	.03	.00	.004	.40	.00	455	2	2.000
48	0	1000	1	.04	.02	.03	.02	.004	.40	.00	379	3	2.000
49	0	1000	1	.04	.02	.03	.00	.004	.40	.00	455	3	2.000
50	0	1000	1	.04	.02	.05	.00	.004	.40	.00	455	3	2.000
51	0	1100	1	.05	.02	.05	.02	.004	.40	.00	455	3	2.000
52	0	447	1	.05	.02	.05	.02	.002	.40	.00	682	3	1.375
53	100	3800	1	.17	.03	.17	.03	.002	.30	.06	682	1	5.500

LENGTH AND WIDTH OF ARTILLERY IMPACT AREAS

WEAPON	DIRECTION	WIDTH	LENGTH
1	1	1	3
2	1	3	3
3	1	3	3
4	1	3	3
5	1	3	3
6	1	3	3
7	1	3	3

Fig. 51 – Example of Arrays KR, KWPAT, KWPLT, KWS, and LWARTY

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(WEAPON ACCURACY FORM 2)

TOTAL TACTICAL STANDARD DEVIATION (MISS DISTANCE IN METERS)

| | | | | NORMAL FIRER | | | | | | PARTIALLY SUPPRESSED FIRER | | | | | |
| | | | | AMMO I | | | AMMO II | | | AMMO I | | | AMMO II | | |
WEAPON TYPE	FIRER MOVING	TARGET MOVING	ROUND	ZERO RANGE	.707 RANGE	MAX RANGE	ZERO RANGE	.707 RANGE	MAX RANGE	ZERO RANGE	.707 RANGE	MAX RANGE	ZERO RANGE	.707 RANGE	MAX RANGE
13	YES	NO	1	.8	1.5	2.4	.5	2.5	7.0	.6	2.0	3.0	.6	3.1	8.8
13	YES	YES	1	.6	1.9	3.0	.6	3.0	9.1	.8	2.5	3.9	.8	4.0	11.5
13	NO	NO	1	.5	1.8	2.0	.5	2.1	6.1	.5	1.7	2.5	.5	2.7	7.6
13	NO	YES	1	.5	1.6	2.6	.5	2.5	8.0	.6	2.1	3.4	.6	3.4	10.0
13	NO	NO	2 1=HIT	.5	.9	1.0	.5	1.1	1.5	.5	1.1	1.4	.5	1.5	2.0
13	NO	NO	2 1=MISS	.5	1.6	3.5	.5	2.0	4.5	.5	2.4	4.0	.5	.0	.0
14	NO	NO	1	.5	2.0	3.8	.5	6.3	9.1	.5	2.5	4.6	.5	8.0	11.5
14	YES	YES	1	.6	2.5	4.9	.5	7.5	11.9	.8	3.0	6.1	.4	9.5	15.0
14	NO	NO	1	.5	1.7	3.2	.4	5.5	8.0	.5	2.1	4.0	.4	6.9	10.0
14	NO	YES	1	.5	2.1	4.2	.5	6.5	10.4	.6	2.5	5.4	.5	8.2	13.0
14	NO	NO	2 1=HIT	.5	1.1	1.5	.5	1.3	1.5	.5	1.5	1.9	.5	1.5	1.9
14	NO	NO	2 1=MISS	.5	2.1	3.6	.5	3.0	4.0	.5	2.7	4.5	.5	3.9	5.0
15	YES	NO	1	.5	3.4	8.4	.4	3.4	8.4	.9	4.1	10.5	.9	4.1	10.5
15	YES	YES	1	.9	4.0	11.0	.9	4.0	11.0	1.0	5.0	13.5	1.0	5.0	13.0
15	NO	NO	1	.5	2.7	7.0	.5	2.7	7.0	.8	3.5	8.8	.8	3.5	8.8
15	NO	YES	1	.6	3.4	9.0	.6	3.4	9.0	.9	4.1	11.5	.9	4.1	11.5
15	NO	NO	2 1=HIT	.5	2.0	3.8	.5	2.0	3.8	.6	2.5	4.6	.6	2.5	4.6
15	NO	NO	2 1=MISS	.5	2.4	5.6	.5	2.4	5.6	.6	3.0	7.0	.6	3.0	7.0
16	YES	YES	1	.8	3.8	5.0	.0	.0	.0	1.0	4.7	6.4	.0	.0	.0
16	YES	NO	1	.8	3.8	5.0	.0	.0	.0	1.0	4.7	6.4	.0	.0	.0
16	NO	NO	1	.8	3.8	5.0	.0	.0	.0	1.0	4.7	6.4	.0	.0	.0
16	NO	YES	1	.8	3.8	5.0	.0	.0	.0	1.0	4.7	6.4	.0	.0	.0
16	NO	NO	2 1=HIT	.8	3.8	5.0	.0	.0	.0	1.0	4.7	6.4	.0	.0	.0
16	NO	NO	2 1=MISS	.8	3.8	5.0	.0	.0	.0	1.0	4.7	6.4	.0	.0	.0
17	YES	NO	1	.8	3.5	5.0	.8	3.5	5.0	1.0	4.5	6.3	1.0	4.5	6.3
17	YES	YES	1	.8	4.6	6.5	.8	4.6	6.5	1.0	5.9	8.0	1.0	5.9	8.0
17	NO	NO	1	.8	4.6	6.5	.8	4.6	6.5	1.0	5.9	8.0	1.0	5.9	8.0
17	NO	YES	1	.6	2.5	3.5	.6	2.5	3.5	.9	3.0	4.4	1.0	3.0	4.4
17	NO	NO	2 1=HIT	.6	2.5	3.5	.6	2.5	3.5	.9	3.0	4.4	.9	3.0	4.4
17	NO	NO	2 1=MISS												
18	YES	NO	1	.4	5.0	7.4	.0	.0	.0	.4	5.0	7.4	.0	.0	.0
18	YES	YES	1	.4	8.0	7.4	.0	.0	.0	.4	8.0	7.4	.0	.0	.0
18	NO	NO	1	.4	5.0	7.4	.0	.0	.0	.4	5.0	7.4	.0	.0	.0
18	NO	YES	1	.4	5.0	7.4	.0	.0	.0	.4	5.0	7.4	.0	.0	.0
18	NO	NO	2 1=HIT	.4	5.0	7.4	.0	.0	.0	.4	5.0	7.4	.0	.0	.0
18	NO	NO	2 1=MISS	.4	5.0	7.4	.0	.0	.0	.4	5.0	7.4	.0	.0	.0

Fig. 52 - Example of Array KSIG

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PROBABILITY OF A KILL GIVEN A HIT

WEAPON TYPE	AMMO TYPE	VULNERABILITY INDEX											
		1	2	3	4	5	6	7	8	9	10	11	12
13	1	.58	.52	.52	.52	.00	.98	.98	.00	.00	.00	.00	.98
13	2	.50	.70	.70	.70	.00	.98	.98	.00	.00	.00	.00	.98
14	1	.64	.48	.55	.55	.55	.98	.98	.00	.00	.00	.00	.83
14	2	.61	.86	.98	.98	.98	.98	.98	.00	.00	.00	.00	.83
15	1	.47	.80	.80	.80	.80	.98	.98	.00	.00	.00	.00	.88
15	2	.47	.80	.80	.80	.80	.98	.98	.00	.00	.00	.00	.88
16	1	.00	.00	.00	.00	.00	.00	.00	.00	.00	.33	.00	.00
17	1	.05	.09	.25	.25	.25	.34	.98	.00	.00	.00	.00	.98
17	2	.05	.09	.25	.25	.25	.34	.98	.00	.00	.00	.00	.00
18	1	.00	.02	.02	.02	.00	.19	.98	.00	.00	.00	.00	.89
19	1	.00	.02	.02	.02	.00	.19	.98	.00	.00	.00	.00	.89
35	1	.70	.81	.88	.88	.00	.98	.98	.00	.00	.00	.00	.98
36	1	.70	.81	.88	.88	.00	.98	.98	.00	.00	.00	.00	.98
37	1	.61	.00	.88	.85	.88	.98	.98	.00	.00	.00	.00	.72
38	1	.61	.00	.88	.88	.88	.98	.98	.00	.00	.00	.00	.72
39	1	.61	.00	.88	.88	.88	.98	.98	.00	.00	.00	.00	.72
40	1	.52	.42	.81	.81	.00	.98	.98	.00	.00	.00	.00	.98
41	1	.52	.42	.81	.81	.00	.98	.98	.00	.00	.00	.00	.98
42	1	.38	.33	.58	.58	.00	.98	.98	.00	.00	.00	.00	.98
43	1	.38	.00	.63	.63	.63	.98	.98	.00	.00	.00	.00	.94
44	1	.61	.08	.23	.23	.00	.14	.98	.00	.00	.00	.00	.98
45	1	.00	.19	.59	.59	.00	.14	.98	.00	.00	.00	.00	.98
46	1	.52	.00	.30	.30	.30	.14	.98	.00	.00	.00	.00	.98
47	1	.38	.00	.23	.23	.23	.09	.69	.00	.00	.00	.00	.00
48	1	.02	.00	.00	.00	.00	.09	.69	.00	.00	.00	.00	.00
49	1	.00	.00	.00	.00	.00	.05	.69	.00	.00	.00	.00	.69
50	1	.00	.00	.00	.00	.00	.00	.00	.00	.00	.94	.00	.00
51	1	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
52	1	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.69
53	1	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00

PROBABILITY OF INDICATING DEATH

VULNERABILITY INDEX

.89	.89	.89	.80	.80	.80	.98	.98	.00	.98	.00	.98

Fig. 53 - Example of Arrays KPKH and KBURN

(INPUT FORM WEAPON 4) PROBABILITY OF A KILL GIVEN A HIT ON INFANTRY BY FRAGMENT AMMO

WEAPON TYPE	AMMO TYPE	RESPONDING TO FIRE NET COVER INDEX			NOT RESPONDING TO FIRE NET COVER INDEX		
		1	2	3	1	2	3
1	1	.02	.02	.02	.02	.02	.03
2	1	.02	.03	.05	.02	.05	.06
3	1	.02	.02	.02	.02	.02	.03
4	1	.02	.02	.02	.02	.02	.03
4	2	.02	.02	.02	.02	.02	.03
5	1	.02	.02	.03	.02	.03	.05
5	2	.02	.02	.03	.03	.03	.05
6	1	.02	.02	.03	.03	.03	.05
6	2	.02	.03	.05	.03	.05	.05
7	2	.02	.03	.05	.03	.05	.05
13	1	.02	.02	.02	.02	.02	.02
13	2	.02	.03	.05	.05	.06	.08
14	2	.02	.03	.05	.05	.06	.08
15	2	.02	.02	.02	.02	.03	.05
15	2	.02	.02	.07	.02	.03	.05
17	1	.02	.02	.02	.02	.01	.05
17	2	.02	.02	.02	.02	.02	.02
18	1	.02	.02	.02	.02	.02	.02
19	1	.02	.02	.02	.02	.02	.02

KILL PROBABILITY OF DUAL PURPOSE MUNITIONS AGAINST VEHICLES

WEAPON TYPE	VEHICLE TYPE	VULNERABILITY CLASSES				12
		1	2	3	4	
1	4	.0029	.0022	.0022	.0022	.9375
1	5	.0034	.0027	.0027	.0027	.9375
1	6	.0037	.0029	.0029	.0029	.9375
1	7	.0120	.0090	.0090	.0090	.9375

Fig. 54 – Example of Array KPKIH

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(INPUT FORM WEAPON S)

TARGET LISTS BY TARGET CLASS NUMBER

	LIST I						LIST II						LIST III					
WEAPON TYPE	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6

BLUE SIDE

RED SIDE

Fig. 55 — Example of Array KCTP

BLUE UNITS ASSIGNED TO TARGET CLASSES

TARGET
CLASS

1	29	30	31	32	33
2	1	3	5	9	11	13	17	19	21
4	25	26	27	28
7	7	8	15	16	23	24
8	2	4	6	10	12	14	18	20	22
10	34	35
16	36	37	38	39	40

RED UNITS ASSIGNED TO TARGET CLASSES

TARGET
CLASS

1	19	20	21
2	1	3	5	7	9	11	13	15	17
4	22	23	24
5	25	26
8	2	4	6	8	10	12	14	16	18
11	31	32	33	34	35	36	37	38	39
12	27	28	29	30
16	40	41	42	43	44

BLUE UNITS ASSIGNED TO VULNERABILITY CLASSES

VULNERABILITY
CLASS

1	29	30	31	32	33
3	1	3	5	9	11	13	17	19	21
4	36	37	38	39	40
5	25	26	27	28
6	7	8	15	16	23	24
7	2	4	6	10	12	14	18	20	22
10	34	35

RED UNITS ASSIGNED TO VULNERABILITY CLASSES

VULNERABILITY
CLASS

1	19	20	21
3	1	3	5	7	9	11	13	15	17
4	22	23	24	27	28	29	30
6	25	26	31	32	33	34	35	36	37	38	39	40	41	42	43	44
7	2	4	6	8	10	12	14	16	18

Fig. 56 - Assignment of Units to Target and Vulnerability Classes

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Fig. 57 - Example of Arrays KSVR and KSVRR

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BLUE UNIT DESCRIPTION INDICES

UNIT NUMBER	TGT CLASS	VULN CLASS	ELEMENT SIZE	MOBILITY CLASS	FIRE RESP CLASS	SENSOR CLASS	SENSOR HT	UNIT DEPLOY RADIUS, M

Fig. 58 – Example of Array KUDW

INPUT FORM UNIT 2)   RED UNIT ASSIGNMENTS

Fig. 59 - Example of Arrays KNTR, LOC, KNTB, LAMW, and MAN

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OUT OF AMMUNITION CONTINGENCY ORDERS

	BLUE	RED
ESCAPE UNITS	00000007000000000000000	00000007000000000000000
ABLE TO CALL ARTILLERY	00000000000000000000000	00000000000000000000000
TROOP CARRIER UNITS	52242500000037700000000	52525200000017000000000
MAIN WEAPONS REQUIRE GUIDANCE	00601403740600000000000	00000077777770000000000
UNABLE TO FIRE	00000000000000000000000	00000000000000000000000
UNABLE TO MOVE	00000000000000000000000	00000000000000000000000
HOLD FIRE UNITS	00000000037000000000000	00000000000000000000000
INFANTRY PIN-DOWN THRESHOLD	400	400
DIRECT FIRE THRESHOLD	50	50
INDIRECT FIRE THRESHOLD	210	210
FIRING RUN THRESHOLDS FOR AIRCRAFT	12	12
TREE TOP THRESHOLDS FOR AIRCRAFT	12	12
DIRECT FIRE THRESHOLDS FOR LIGHT ARMOR	70	70
INDIRECT FIRE THRESHOLDS FOR LIGHT ARMOR	275	275
DIRECT FIRE THRESHOLDS FOR HEAVY ARMOR	100	100
INDIRECT FIRE THRESHOLDS FOR HEAVY ARMOR	425	425
PIN DOWN THRESHOLDS FOR SOFT VEHICLES	400	400
DIRECT FIRE THRESHOLDS FOR SOFT VEHICLES	60	60
INDIRECT FIRE THRESHOLDS FOR SOFT VEHICLES	225	225
SUPPRESSIVE FIRE SEARCHING DISTANCES BY GRID SQ	1	1
ESCAPE POINTS	X Y X Y X Y 13 34 40- 7 46	X Y X Y X Y 35 55 37 45 63 63

Fig. 60 – Example of Arrays KACX, KHQ, KTCJ, LGM, IFIRE, IMOB, KEY, LTFI, LTF2, LTF3, LTHF, LTHN, LTM2, LTM3, LTT2, LTT3, LTZ1, LTZ2, LTZ3, KASQ, and JEXIT

INPUT FORMS MOBILITY 1,2,& 4)   DISMOUNTED INFANTRY & GROUND VEHICLES INPUT DATA

MOBILITY INDEX			
0			
1			
2			
4			

	SLOPE THRESHOLDS			DISMOUNT/REMOUNT TIME
	?	II	III	
	07	20	40	.000
	07	20	50	.500
	07	20	50	.500
	0	0	0	.000
				.000

ORDERED GROUND MOVEMENT RATES (1/2 GRID SQ M/SEC)

	MIN		ORDERED GROUND MOVEMENT RATES									MAX	
	TIME RATE	TIME 2 RATE	TIME 3 RATE	TIME 4 RATE	TIME 5 RATE	TIME 6 RATE	TIME MAX RATE						
.0166	.20	1.666	.832	1.00	.555	1.50	.332	2.51	.236	3.53	.184	4.54	

MAX GROUND TRAVEL RATE FROM ONE GRID SQUARE TO ANOTHER

MOBILITY INDEX	SLOPE	CROSS COUNTRY TRAFFICABILITY						TRAFFICABILITY OF ROADS					
		TIME 1 RATE	TIME 2 RATE	TIME 3 RATE	TIME 5 RATE	TIME RATE		TIME RATE	TIME 2 RATE	TIME RATE	TIME 3 RATE		
0	LEVEL GROUND	.49 1.20	.83	.19 1.00	.57	.70	1.40	.59	1.20	.49	.83	1.00
	MODERATE UPHILL	.73 .90	1.19	1.67 .70	.50	1.00	.83	.80	1.04	.19	.70
	STEEP UPHILL	1.67 .50	2.08	1.17 .40	.20	.60	1.39	.50	1.67	2.08	.50
	MODERATE DOWNHILL	.55 1.50	.76	1.04 1.10	.80	1.71	.49	1.40	.59	1.20
	STEEP DOWNHILL	.67 1.20	.73	1.67 .90	.50	1.71	.49	1.40	.69	1.20
1	LEVEL GROUND	.18 4.54	.26	.38 3.21	2.21	4.77	.12	6.77	.12	.83	6.77
	MODERATE UPHILL	.26 3.21	.35	.49 2.41	1.71	5.84	.14	5.84	.14	.19	5.84
	STEEP UPHILL	.30 2.81	.40	.67 2.10	1.20	3.53	.24	3.53	.24	.24	3.53
	MODERATE DOWNHILL	.26 3.21	.35	.49 2.41	1.71	6.56	.13	6.56	.13	.00	1.20
	STEEP DOWNHILL	.30 2.81	.40	.69 2.10	1.20	4.03	.21	4.03	.21	.21	4.03
2	LEVEL GROUND	.18 4.54	.24	.38 3.21	2.21	6.77	.12	6.77	.12	.12	6.77
	MODERATE UPHILL	.17 5.02	.24	.49 3.41	1.71	5.84	.14	5.84	.14	.14	5.84
	STEEP UPHILL	.30 2.81	.40	.67 2.10	1.20	3.53	.24	3.53	.24	.24	3.53
	MODERATE DOWNHILL	.26 3.21	.35	.49 2.41	1.71	6.56	.13	6.56	.13	.00	.00
	STEEP DOWNHILL	.30 2.81	.40	.69 2.10	1.20	4.03	.21	4.03	.21	.21	4.03
3	LEVEL GROUND	.00 .00	.00	.00 .00	.00	.00	.00	.00	.00	.00	.00
	MODERATE UPHILL	.00 .00	.00	.00 .00	.00	.00	.00	.00	.00	.00	.00
	STEEP UPHILL	.00 .00	.00	.00 .00	.00	.00	.00	.00	.00	.00	.00
	MODERATE DOWNHILL	.00 .00	.00	.00 .00	.00	.00	.00	.00	.00	.00	.00
	STEEP DOWNHILL	.00 .00	.00	.00 .00	.00	.00	.00	.00	.00	.00	.00
4	LEVEL GROUND	.00 .00	.00	.00 .00	.00	.00	.00	.00	.00	.00	.00
	MODERATE UPHILL	.00 .00	.00	.00 .00	.00	.00	.00	.00	.00	.00	.00
	STEEP UPHILL	.00 .00	.00	.00 .00	.00	.00	.00	.00	.00	.00	.00
	MODERATE DOWNHILL	.00 .00	.00	.00 .00	.00	.00	.00	.00	.00	.00	.00
	STEEP DOWNHILL	.00 .00	.00	.00 .00	.00	.00	.00	.00	.00	.00	.00

Fig. 61 - Example of Arrays KSLOPE, KDMTIM, LTG, and MMTG

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ABILITY OF MOVING BY DOCTRINE.

SIDE	MOBILITY DOCTRINE INDEX	NO COVER NO TARGET	NO COVER TARGET	COVER NO TARGET	COVER TARGET
BLUE	0	.98	.89	.98	.25
	1	.98	.69	.98	.50
	5	.98	.98	.98	.98
RED	0	.98	.89	.98	.25
	2	.98	.69	.98	.39

AIR UNITS MOBILITY INPUT DATA

MOBILITY CLASS	DESCEND TIME	CLIMB TIME	ALTITUDE THRESHOLDS 1	2	3	4	5	6	ALTITUDE INCREMENT	MAX ALTITUDE	MIN MOVEMENT RATE STEEP	MOD	LEVEL	CLIMB	STEEP
5	.0498	.0498	85	55	25	20	40	75	50	400	.04150	.02075	.01367	.02368	.04934
6	.0000	.0000	0	0	0	0	0	0	50	0	.00000	.00000	.00000	.00000	.00000
7	.0000	.0000	0	0	0	0	0	0	50	0	.00000	.00000	.00000	.00000	.00000

ORDERED AIR MOVEMENT RATES (M/SEC)

MIN RATE	TIME 2	RATE	TIME 3	RATE	TIME 4	RATE	TIME 5	RATE	TIME 6	RATE	MAX TIME	RATE
.333	2.50	.167	5.00	.083	10.01	.042	20.08	.024	35.19	.017	50.20	.014	60.95

ORDERED ALTITUDES BY INDEX NUMBER

ABOVE THE TREETOPS				ABOVE SEA LEVEL		
1	2	3	4	5	6	7
5	20	50	150	200	300	400

Fig. 62 — Example of Arrays MOVPRB, INCTDN, LACTT, MITA, and LTA

(INPUT FORM TERRAIN 2) TARGET RADIUS SIZE FOR DETECTION AND A HIT

TERRAIN CONCEALMENT INDEX

ELEMENT SIZE INDEX

DETECTION (SCALED TO 7.9)

INDEX	1	2	3	4	5	6	7	8	9	10
1	7.9	7.2	6.7	6.4	5.6	5.2	.0	.0	2.2	1.8
2	7.5	7.0	6.5	6.1	5.5	5.0	.0	.0	2.1	1.8
3	7.2	6.7	6.3	5.9	5.2	4.9	.0	.0	2.1	1.5
4	6.9	6.5	6.0	5.6	5.0	4.6	.0	.0	2.0	1.5
5	6.6	6.1	5.7	5.4	4.7	4.4	.0	.0	1.7	1.5
6	6.3	5.9	5.4	5.0	4.5	4.1	.0	.0	1.6	1.3
7	5.9	5.5	5.1	4.7	4.2	4.0	.0	.0	1.4	1.3
8	5.5	5.1	4.7	4.5	4.0	3.8	.0	.0	1.4	1.0
9	5.1	4.7	4.4	4.1	3.6	3.4	.0	.0	1.3	1.0
10	4.6	4.4	4.0	3.8	3.4	3.1	.0	.0	1.0	1.0
11	4.1	3.9	3.5	3.4	3.0	2.7	.0	.0	.6	.6
12	3.6	3.4	3.1	2.9	2.6	2.4	.0	.0	.6	.6
13	2.9	2.7	2.5	2.4	2.1	1.9	.0	.0	.6	.6
14	2.0	1.9	1.7	1.6	1.4	1.4	.0	.0	.4	.4

HIT RADIUS (SCALED TO 1.9)

INDEX	1	2	3	4	5	6	7	8	9	10
1	1.9	1.7	1.6	1.5	1.4	1.3	.0	.0	.5	.4
2	1.7	1.6	1.5	1.4	1.3	1.1	.0	.0	.5	.4
3	1.7	1.6	1.5	1.4	1.3	1.1	.0	.0	.5	.3
4	1.6	1.5	1.4	1.3	1.1	1.1	.0	.0	.4	.3
5	1.5	1.5	1.4	1.3	1.1	1.0	.0	.0	.4	.3
6	1.5	1.4	1.3	1.1	1.0	1.0	.0	.0	.3	.3
7	4.5	4.2	3.9	3.6	3.2	3.0	.0	.0	.3	.3
8	1.3	1.3	1.1	1.1	.9	.9	.0	.0	.6	.6
9	1.1	1.1	1.0	1.0	.9	.8	.0	.0	.6	.6
10	1.0	1.0	.9	.9	.8	.8	.0	.0	.6	.6
11	.9	.9	.8	.8	.6	.6	.0	.0	.6	.6
12	.6	.6	.5	.6	.6	.5	.0	.0	.6	.6
13	.6	.6	.4	.5	.5	.4	.0	.0	.6	.6
14	.5	.4	.4	.4	.3	.3	.0	.0	.6	.6

NET COVER INDEX

INDEX	1	2	3	4	5	6	7	8	9	10
1	3	3	3	3	3	3	0	0	2	2
2	2	2	2	2	2	2	0	0	2	2
3	2	2	2	2	2	2	0	0	2	2
4	2	2	2	2	2	2	0	0	2	2
5	2	2	2	2	2	2	0	0	1	1
6	2	2	2	2	2	2	0	0	1	1
7	2	2	2	2	2	2	0	0	1	1
8	2	2	2	2	2	2	0	0	1	1
9	2	2	2	2	2	2	0	0	1	1
10	2	2	2	2	2	2	0	0	1	1
11	2	2	2	2	2	2	0	0	1	1
12	2	2	2	2	2	2	0	0	1	1
13	2	2	2	2	2	2	0	0	1	1
14	2	2	2	2	2	2	0	0	1	1
15	2	2	2	2	2	2	0	0	1	1

Fig. 63 – Example of Arrays KON1, KOV1, and KOV2

INPUT FORM SENSOR 4 — SOLID ANGLE THRESHOLDS FOR DETECTING NON-FIRING AND FIRING WEAPONS

SENSOR CLASS	TYPE	NON FIRING WEAPONS				FIRING WEAPONS	
		4	3	2	1	2	3
S	1	.0999	1.1069	.2771	.0691	.1560	1.1067
S	2	.0999	1.1069	.2771	.0691	.1560	1.1067
S	3	.0999	1.1069	.2771	.0691	.1560	1.1067
S	4	.0999	1.1069	.2771	.0691	.1560	1.1067

PROBABILITY OF PINPOINTING AN ENEMY WHICH HAS FIRED (SOLID ANGLE/RESPONSE STATE IDENTIFIERS)

SENSOR CLASS	SENSOR TYPE	1	2	3	4	5	6	7	8
ERRONEOUSLY									
S	1	.05	.08	.14	.19	.09	.14	.30	.39
S	2	.05	.08	.14	.19	.09	.14	.30	.39
S	3	.19	.25	.33	.44	.25	.30	.38	.50
S	4	.19	.25	.33	.44	.25	.30	.38	.50
ACCURATELY									
S	1	.19	.25	.30	.34	.39	.50	.59	.69
S	2	.30	.33	.34	.38	.59	.64	.69	.75
S	3	.39	.52	.63	.75	.37	.52	.63	.75
S	4	.30	.36	.41	.50	.39	.52	.63	.75

SENSOR SURVEILANCE INTERVAL AND PROBABLE LOSS OF TARGET INFORMATION

SENSOR CLASS	TYPE	SCAN TIME	PROBABLE LOSS
S	1	1.00	.50
S	2	1.00	.50
S	3	.00	.25
S	4	.00	.25

TARGET ASSESS TIME   DECISION CYCLE TIME

.10   1.00

Fig. 64 – Example of Arrays KGTEST, KSA, ISCAN, IP4, KDP13, KDP34, KATIME, and KCTIME

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EFFECTIVE SOLID ANGLE THRESHOLDS

NON-FIRING TARGETS

SENSOR CLASS TYPE	TARGET SIZE	MIN-1ST SA	RANGE BRACKET 1ST SA-2ND SA	2ND SA-3RD SA	3RD SA-MAX
S 1	1	0 - 748	749 - 1493	1494 - 2491	2492 - 3494
S 2	1	0 - 748	749 - 1493	1494 - 2491	2492 - 5170
S 3	1	0 - 748	749 - 1493	1494 - 2491	2492 - 7776
S 4	1	0 - 748	749 - 1493	1494 - 2491	2492 - 3494
S 1	2	0 - 685	686 - 1374	1375 - 2293	2294 - 3217
S 2	2	0 - 685	686 - 1374	1375 - 2293	2294 - 4760
S 3	2	0 - 685	686 - 1374	1375 - 2293	2294 - 7159
S 4	2	0 - 685	686 - 1374	1375 - 2293	2294 - 3217
S 1	3	0 - 640	641 - 1280	1281 - 2135	2136 - 2994
S 2	3	0 - 640	641 - 1280	1281 - 2135	2136 - 4431
S 3	3	0 - 640	641 - 1280	1281 - 2135	2136 - 6665
S 4	3	0 - 640	641 - 1280	1281 - 2135	2136 - 2994
S 1	4	0 - 600	601 - 1208	1209 - 2017	2018 - 2828
S 2	4	0 - 600	601 - 1208	1209 - 2017	2018 - 4185
S 3	4	0 - 600	601 - 1208	1209 - 2017	2018 - 6295
S 4	4	0 - 600	601 - 1208	1209 - 2017	2018 - 2828
S 1	5	0 - 529	530 - 1067	1068 - 1777	1778 - 2495
S 2	5	0 - 529	530 - 1067	1068 - 1777	1778 - 3693
S 3	5	0 - 529	530 - 1067	1068 - 1777	1778 - 5554
S 4	5	0 - 529	530 - 1067	1068 - 1772	1778 - 2495
S 1	6	0 - 489	490 - 994	995 - 1661	1662 - 2328
S 2	6	0 - 489	490 - 994	995 - 1661	1662 - 3446
S 3	6	0 - 489	490 - 994	995 - 1661	1662 - 5184
S 4	6	0 - 489	490 - 994	995 - 1661	1662 - 2328
S 1	9	0 - 200	201 - 424	425 - 707	708 - 994
S 2	9	0 - 200	201 - 424	425 - 707	708 - 1976
S 3	9	0 - 200	201 - 424	425 - 707	708 - 2220
S 4	9	0 - 200	201 - 424	425 - 707	708 - 994

Fig. 65 - Example of Computed Effective Solid Angle Thresholds for Non-Firing Targets

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FIRING WEAPONS

SENSOR CLASS	TYPE	FIRING SIGNATURE	RANGE BRACKET				FIRING TYPE
			MIN-1ST SA	1ST SA-2ND SA	2ND SA-3RD SA	3RD SA-MAX	
5	1	7.875	0 - 748	749 - 1992	1993 - 2994	2995 - 3494	13 14 15
5	1	4.375	0 - 458	459 - 1232	1233 - 1852	1853 - 2163	16 17
5	1	3.125	0 - 282	283 - 787	788 - 1187	1188 - 1385	18 42 43
5	1	4.500	0 - 424	425 - 1135	1136 - 1711	1712 - 1994	19
5	1	6.375	0 - 600	601 - 1612	1613 - 2424	2425 - 2828	35 36 37 38 39
5	1	5.500	0 - 519	520 - 1389	1390 - 2090	2091 - 2439	40 41 53
5	1	2.000	0 - 173	174 - 500	501 - 754	755 - 883	44 45 47 48 49 50 51
5	1	2.375	0 - 223	224 - 600	601 - 900	901 - 1053	46
5	1	1.375	0 - 100	101 - 346	347 - 519	520 - 608	52
5	2	7.875	0 - 748	749 - 1992	1993 - 2994	2995 - 3494	13 14 15
5	2	4.875	0 - 458	459 - 1232	1233 - 1852	1853 - 2163	16 17
5	2	3.125	0 - 282	283 - 787	788 - 1187	1188 - 1385	18 42 43
5	2	4.500	0 - 424	425 - 1135	1136 - 1711	1712 - 1994	19
5	2	6.375	0 - 600	601 - 1612	1613 - 2424	2425 - 2828	35 36 37 38 39
5	2	5.500	0 - 519	520 - 1389	1390 - 2090	2091 - 2439	40 41 53
5	2	2.000	0 - 173	174 - 500	501 - 754	755 - 883	44 45 47 48 49 50 51
5	2	2.375	0 - 223	224 - 600	601 - 900	901 - 1053	46
5	2	1.375	0 - 100	101 - 346	347 - 519	520 - 608	52
5	3	7.875	0 - 748	749 - 1992	1993 - 2994	2995 - 3494	13 14 15
5	3	4.875	0 - 458	459 - 1232	1233 - 1852	1853 - 2163	16 17
5	3	3.125	0 - 282	283 - 787	788 - 1187	1188 - 1385	18 42 43
5	3	4.500	0 - 424	425 - 1135	1136 - 1711	1712 - 1994	19
5	3	6.375	0 - 600	601 - 1612	1613 - 2424	2425 - 2828	35 36 37 38 39
5	3	5.500	0 - 519	520 - 1389	1390 - 2090	2091 - 2439	40 41 53
5	3	2.000	0 - 173	174 - 500	501 - 754	755 - 883	44 45 47 48 49 50 51
5	3	2.375	0 - 223	224 - 600	601 - 900	901 - 1053	46
5	3	1.375	0 - 100	101 - 346	347 - 519	520 - 608	52
5	4	7.875	0 - 748	749 - 1992	1993 - 2994	2995 - 3494	13 14 15
5	4	4.875	0 - 458	459 - 1232	1233 - 1852	1853 - 2163	16 17
5	4	3.125	0 - 282	283 - 787	788 - 1187	1188 - 1385	18 42 43
5	4	4.500	0 - 424	425 - 1135	1136 - 1711	1712 - 1994	19
5	4	6.375	0 - 600	601 - 1612	1613 - 2424	2425 - 2828	35 36 37 38 39
5	4	5.500	0 - 519	520 - 1389	1390 - 2090	2091 - 2439	40 41 53
5	4	2.000	0 - 173	174 - 500	501 - 754	755 - 883	44 45 47 48 49 50 51
5	4	2.375	0 - 223	224 - 600	601 - 900	901 - 1053	46
5	4	1.375	0 - 100	101 - 346	347 - 519	520 - 608	52

Fig. 66 - Example of Computed Effective Solid Angle Thresholds for Firing Weapons

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TARGET DETECTION CLASS	SENSOR CLASS TYPE	TARGET NOT MOVING OBSERVER NORMAL				TARGET NOT MOVING PARTIALLY SUPPRESSED				TARGET MOVING OBSERVER NORMAL				TARGET MOVING PARTIALLY SUPPRESSED			
		1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
DEAD	5 1	.64	.75	.84	.89	.55	.59	.75	.89	.64	.75	.84	.89	.55	.59	.75	.84
	5 2	.80	.84	.89	.94	.59	.75	.80	.89	.80	.84	.89	.94	.69	.75	.80	.87
	5 3	.80	.84	.89	.94	.80	.84	.89	.94	.80	.84	.89	.94	.80	.84	.89	.94
	5 4	.89	.91	.94	.96	.80	.84	.89	.94	.89	.91	.94	.96	.80	.84	.89	.94
LP12	5 1	.02	.02	.03	.02	.03	.03	.05	.05	.02	.02	.02	.02	.02	.02	.03	.02
	5 2	.02	.02	.02	.02	.02	.02	.03	.03	.02	.02	.02	.02	.02	.02	.02	.02
	5 3	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02
	5 4	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02
LP13	5 1	.02	.03	.05	.02	.05	.00	.05	.06	.05	.02	.03	.00	.02	.03	.05	.02
	5 2	.00	.00	.00	.00	.03	.02	.03	.05	.00	.00	.00	.00	.00	.00	.00	.00
	5 3	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	5 4	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
LP14	5 1	.02	.11	.39	.89	.02	.08	.30	.67	.02	.16	.52	.94	.02	.11	.39	.89
	5 2	.03	.16	.45	.91	.02	.11	.34	.69	.05	.19	.61	.94	.03	.16	.45	.91
	5 3	.50	.50	.50	.50	.50	.50	.50	.50	.50	.50	.50	.50	.50	.50	.50	.50
	5 4	.25	.30	.47	.92	.19	.25	.39	.80	.25	.30	.47	.92	.19	.25	.39	.80
LP21	5 1	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02
	5 2	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02
	5 3	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02
	5 4	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02	.02
LP23	5 1	.31	.19	.09	.02	.44	.06	.13	.08	.48	.13	.05	.00	.31	.19	.09	.02
	5 2	.13	.05	.02	.00	.38	.16	.08	.06	.11	.03	.00	.00	.13	.05	.00	.00
	5 3	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00	.00
	5 4	.02	.02	.00	.00	.03	.02	.02	.00	.02	.02	.00	.00	.03	.02	.02	.00
LP24	5 1	.31	.61	.78	.91	.16	.61	.69	.83	.28	.73	.86	.94	.31	.61	.78	.91
	5 2	.55	.81	.91	.94	.28	.64	.78	.84	.61	.84	.92	.94	.55	.81	.91	.94
	5 3	.91	.91	.91	.91	.91	.91	.91	.91	.91	.91	.91	.91	.91	.91	.91	.91
	5 4	.86	.88	.91	.94	.84	.86	.91	.94	.86	.88	.91	.94	.84	.86	.91	.94

Fig. 67 – Example of Arrays LPDC, LP12, LP13, LP14, LP21, LP23, LP24, LP31 and LP32

(INPUT FORM UNIT I)

TASK ORGANIZATION

UNIT	HQ	SUBORDINATE WPNS UNITS 1 2 3 4 5 6 7 8	BUDDY UNIT	SENSOR 1 C T HT	SENSOR 2 C T HT	COMM CYCLE	CALL ARTY MELO	ARTILLERY TGT CLASS 1 2 3 4 5 6	HELICOPER TGT CLASS 1 2 3 4 5 6

BLUE

49	49	34 35 36 37 38 39 40 0	36	5 2 6	6 5	6.25	X X	7 6 5 4 8 3	1 8 5 9 2 6
50	49	1 2 3 4 5 6 34 36	1	5 2 3	1 3	1.56	X X	1 3 7 5 12 2	1 3 4 5 7 12
51	50	5 6 8 24 34 37 39 40	5	5 2 3	1 3	1.56	X	3 1 0 6 4 5	2 1 5 7 7 12
52	49	9 10 11 12 15 32 33 35	9	5 2 3	1 3	1.56		0 0 0 5 0 7	1 4 2 8 4 12
53	49	29 30 31 13 14 16 35 38	29	5 2 6	1 6	1.56	X X	1 3 4 12 2 7	2 6 6 5 7 12
54	49	17 18 19 20 23 27 35 37	17	5 2 3	1 3	1.56	X X	3 7 1 8 5 4	6 1 7 7 7 12
55	54	21 22 24 28 35 38 39 40	21	5 2 3	1 3	1.56	X	7 6 5 3 7 5	1 3 6 7 7 12

RED

49	49	25 26 30 40 41 42 43 44	40	5 2 6	1 4	6.25	X X	3 5 7 2 1 0	0 0 0 0 0 0
50	49	1 2 3 4 22 31 32 41	1	5 2 3	1 6	1.56	X X	5 3 7 2 1 0	0 0 0 0 0 0
51	50	5 6 19 27 33 41 44 0	5	6 2 1	1 6	1.56	X X	3 7 6 2 1 0	0 0 0 0 0 0
52	49	7 8 9 10 23 34 35 42	7	5 2 6	1 6	1.56	X	5 7 7 2 1 0	0 0 0 0 0 0
53	52	11 12 20 28 36 42 44 0	11	5 2 6	1 6	1.56		5 5 5 2 2 0	0 0 0 0 0 0
54	49	13 14 15 16 24 37 38 43	13	5 2 6	1 6	1.56		5 7 7 2 1 0	0 0 0 0 0 0
55	54	17 18 21 29 39 43 44 0	17	5 2 6	1 6	1.56		7 3 5 2 1 0	0 0 0 0 0 0

Fig. 68 - Example of Array CCSU

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UNIT MISSION ORDERS

(INPUT FORM UNIT 9)

1 - STAY FOR AN INTERVAL OF 1.0 MINS
2 - DISMOUNT
3 - MOVE WITHOUT STOPPING AT A RATE 7 TO SQUARE (12,47)

4 - STAY FOR AN INTERVAL OF 0.50 MINS
5 - SKIP BACK 1 ORDERS UNTIL FRIENDLY UNIT # 6 IS IN SQUARE (12,47), IF UNIT DIES EXIT
6 - REMOUNT
7 - MOVE WITHOUT STOPPING AT A RATE 7 TO SQUARE (9,46)
8 - DISMOUNT
9 - STAY UNTIL TIME 50.0 OR FIRE 1 SHOTS WITH KIND OF FIRE # 4 AT PRIORITY # 4 TARGETS
10 - SKIP BACKWARD 1 ORDERS UNCD

15 - STAY FOR AN INTERVAL OF 1.0 MINS
16 - DISMOUNT

17 - STAY FOR AN INTERVAL OF 0.50 MINS
18 - SKIP FORWARD 2 ORDERS,IF ENEMY UNIT 3 IS CLOSER THAN 1000 METERS
19 - SKIP BACKWARD 2 ORDERS UNCD
20 - MOVE WITHOUT STOPPING AT A RATE 7 TO SQUARE (12,47)
21 - REMOUNT
22 - MOVE WITHOUT STOPPING AT A RATE 7 TO SQUARE (9,46)
23 - DISMOUNT
24 - STAY UNTIL TIME 50.0 OR FIRE 1 SHOTS WITH KIND OF FIRE # 4 AT PRIORITY # 4 TARGETS
25 - SKIP BACKWARD 1 ORDERS UNCD

30 - STAY FOR AN INTERVAL OF 1.0 MINS

31 - STAY FOR INTERVAL 0.50 OR FIRE 1 SHOTS WITH KIND OF FIRE # 4 AT PRIORITY # 4 TARGETS
32 - SKIP BACK 1 ORDERS UNTIL FRIENDLY UNIT # 6 IS IN SQUARE (12,47), IF UNIT DIES EXIT

33 - STAY FOR INTERVAL 0.50 OR FIRE 1 SHOTS WITH KIND OF FIRE # 4 AT PRIORITY # 4 TARGETS
34 - MOVE WITHOUT STOPPING AT A RATE 7 TO SQUARE (9,46)
35 - STAY UNTIL TIME 50.0 OR FIRE 1 SHOTS WITH KIND OF FIRE # 4 AT PRIORITY # 5 TARGETS
36 - SKIP BACKWARD 1 ORDERS UNCD

40 - STAY FOR AN INTERVAL OF 1.0 MINS
41 - DISMOUNT
42 - STAY UNTIL TIME 5.0 OR FIRE 1 SHOTS WITH KIND OF FIRE # 4 AT PRIORITY # 4 TARGETS
43 - SKIP BACKWARD 1 ORDERS,IF TIME IS LESS THAN 5.0
44 - STAY UNTIL TIME 10.0 OR FIRE 1 SHOTS WITH KIND OF FIRE # 4 AT PRIORITY # 5 TARGETS
45 - SKIP BACKWARD 1 ORDERS,IF TIME IS LESS THAN 10.0
46 - STAY UNTIL TIME 50.0 OR FIRE 1 SHOTS WITH KIND OF FIRE # 4 AT PRIORITY # 6 TARGETS
47 - SKIP BACKWARD 1 ORDERS UNCD

Fig. 69 - Example of Array MISN

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WEAPON AMMO TARGET
TYPE TYPE RADIUS

WEAPON/AMMO · TARGET RADIUS	RANGE	TARGET MOVING (FIRER MOVING) NEUTRALIZED YES	NO	TARGET MOVING (FIRER NOT MOVING) NEUTRALIZED YES	NO	TARGET MOVING (FIRER MOVING) NEUTRALIZED YES	NO	TARGET NOT MOVING (FIRER NOT MOVING) NEUTRALIZED YES	NO	NOT MOVING NEUTRALIZED 1ST	2/H	2/H	NOT MOVING (FIRER NOT MOVING) NOT NEUTRALIZED 1ST	2/H	2/H
13 · .1 · 1.9	0.	.92	1.00	1.00	1.00	1.00	1.00	1.00	.92	1.00	1.00	1.00	1.00	1.00	1.00
	750.	.84	.92	.91	1.00	.91	1.00	.91	.91	.97	1.00	.94	1.00	1.00	1.00
	1500.	.45	.67	.58	.78	.61	.77	.61	.77	.72	.91	.55	.86	.74	.86
	2250.	.19	.33	.27	.41	.30	.48	.30	.48	.38	.72	.20	.55	.89	.39
	3000.	.09	.16	.13	.20	.16	.25	.16	.25	.22	.59	.09	.33	.84	.11
13 · .1 · 1.7	0.	.92	.98	.98	1.00	.98	1.00	.98	.92	1.00	1.00	1.00	1.00	1.00	1.00
	750.	.80	.91	.89	.95	.89	.95	.89	.89	.94	1.00	.92	.98	1.00	1.00
	1500.	.41	.61	.53	.73	.55	.72	.55	.72	.66	.88	.50	.81	.92	.81
	2250.	.17	.28	.23	.38	.27	.42	.27	.42	.33	.67	.19	.50	.86	.34
	3000.	.08	.14	.11	.17	.14	.22	.14	.22	.19	.55	.08	.30	.80	.09
13 · .1 · 1.6	0.	.91	.94	.94	1.00	.94	1.00	.94	.91	1.00	1.00	1.00	1.00	1.00	1.00
	750.	.75	.89	.86	.94	.86	.94	.88	.86	.92	.95	.91	.94	1.00	.95
	1500.	.36	.55	.47	.67	.50	.66	.50	.66	.59	.84	.44	.77	.91	.77
	2250.	.14	.25	.20	.33	.22	.38	.22	.38	.30	.61	.16	.44	.81	.31
	3000.	.06	.13	.09	.16	.13	.19	.13	.19	.17	.48	.06	.25	.73	.08
13 · .1 · 1.5	0.	.88	.92	.92	1.00	.92	1.00	.92	.88	1.00	1.00	1.00	1.00	1.00	1.00
	750.	.69	.84	.81	.92	.81	.92	.83	.81	.88	.92	.88	.92	.95	.92
	1500.	.31	.48	.41	.61	.44	.59	.44	.59	.53	.80	.39	.70	.89	.70
	2250.	.13	.22	.17	.28	.19	.33	.19	.33	.25	.55	.14	.39	.75	.27
	3000.	.06	.09	.08	.13	.09	.16	.09	.16	.14	.42	.05	.22	.67	.08
13 · .1 · 1.4	0.	.83	.91	.91	.97	.91	.97	.91	.83	.97	.97	.97	.97	.97	.97
	750.	.61	.80	.75	.89	.75	.89	.77	.75	.88	.92	.83	.91	.92	.91
	1500.	.27	.42	.36	.55	.38	.52	.38	.52	.47	.72	.33	.63	.84	.63
	2250.	.11	.17	.14	.23	.17	.28	.17	.28	.22	.48	.11	.33	.69	.22
	3000.	.05	.08	.06	.11	.08	.14	.08	.14	.13	.38	.05	.19	.61	.06
13 · .1 · 1.3	0.	.75	.88	.80	.92	.80	.92	.88	.75	.92	.92	.92	.92	.92	.92
	750.	.53	.72	.67	.86	.67	.86	.69	.67	.83	.89	.77	.88	.91	.89
	1500.	.22	.36	.30	.47	.30	.45	.33	.45	.41	.66	.28	.55	.78	.55
	2250.	.08	.16	.13	.20	.14	.23	.14	.23	.17	.41	.09	.28	.61	.19
	3000.	.03	.06	.05	.09	.06	.11	.06	.11	.09	.31	.03	.16	.53	.05

Fig. 70 - Example of Probability of Hit vs Range Arrays

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SIDE BLUE   INITIAL COVER, CONCEALMENT AND LINE OF SIGHT TO ENEMY UNITS

UNIT	LCOV1	LCOV2	LCON1	LINE OF SIGHT TO ENEMY UNITS	
1	.5	2	2.1	25,	26,
3	.5	2	2.1	25,	26,
5	.5	2	2.1	25,	26,
7	.1	1	.6	25,	26,
8	.1	1	.6	25,	26,
9	.5	2	2.1	0,	
11	.5	2	2.1	0,	
13	.5	2	2.1	25,	26,
15	.1	1	.6	0,	
16	.1	2	.6	25,	26,
17	.6	2	.6	25,	26,
19	.6	2	2.1	0,	
21	.6	2	2.1	0,	
23	.3	1	.6	0,	
24	.3	2	.6	0,	
25	.5	2	2.1	25,	26,
26	.5	2	2.1	25,	26,
27	.6	2	2.1	0,	
28	.6	2	2.1	0,	
29	.6	2	2.9	25,	26,
30	.6	2	2.9	25,	26,
31	.6	2	2.9	25,	26,
32	.6	2	2.9	0,	
34	.0	0	.0	0,	
35	.0	0	.0	0,	
36	1.3	2	4.9	0,	
37	.0	2	.0	0,	
38	1.3	2	4.4	0,	
39	1.3	2	4.4	0,	
40	4.2	2	.0	0,	

Fig. 71 - Example of Initial Cover, Concealment and Line of Sight Report

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Fig. 72 - Example of Arrays JATRIB, JACHAR(1),
JCNTL(9), and JCNTL(11)

GAME OUTPUT

The philosophy that has guided the design of the output program is that only the minimum required output would be provided without the user specifically requesting more detail. In the sections that follow, the source of information, the messages transmitted, and the output formats will be explained in non-technical terms. The details of how to obtain the output options and the system configuration are explained in Vol III.

Sources of Output Information

During the processing of each event that is deemed to have significance an output message is placed on magnetic tape. The primary record of events is referred to as the history tape. The history tape records all move selections, target selections, boundary crossings, firings, impacts, and status information such as out-of ammunition, response to fire, line of sight, intelligence level, and recognition of target death for each live unit.

Non-events are not recorded. For example, if a unit does not select a target, a message is not transmitted. The consequence of this approach is that a very careful study of the input is required to determine if a unit that does not appear to be taking part in the battle is in fact present.

Non-Optional Reports

CARMONETTE produces six non-optional reports. Figure 73 is an example of the Chronological Cumulative Casualties Report. An example of the Target-Kill Report is shown in Fig. 74. The Operational-Statistical Report is shown in Fig. 75, and the Ammunition Expenditure Report in Fig. 76. Whenever a treatment is replicated, the average results of all replications are summarized in the Treatment Summary Target Kill Report, an example of which is in Fig. 77. An example of the Average Ammunition Expenditure by Weapon Type Report is in Fig. 78.

CHRONOLOGICAL CUMULATIVE CASUALTIES

RED 27 2.8835 32,58, 0 CASUALTY MPN NO. 36 FIRER NO. 34 VEH BEFORE 1 AFTER 0 MEN BEFORE 3 AFTER 0 CUMULATIVE 3

RED 1 5.3386 26,55, 0 CASUALTY MPN NO. 13 FIRER NO. 31 VEH BEFORE 4 AFTER 3 MEN BEFORE 40 AFTER 38 CUMULATIVE 5

RED 1 5.6204 26,55, 0 CASUALTY MPN NO. 13 FIRER NO. 31 VEH BEFORE 3 AFTER 2 MEN BEFORE 38 AFTER 36 CUMULATIVE 7

RED 1 5.7839 26,55, 0 CASUALTY MPN NO. 35 FIRER NO. 25 VEH BEFORE 2 AFTER 1 MEN BEFORE 4 AFTER 2 CUMULATIVE 9

RED 7 6.1694 29,49, 0 CASUALTY MPN NO. 36 FIRER NO. 35 VEH BEFORE 4 AFTER 3 MEN BEFORE 40 AFTER 38 CUMULATIVE 13

RED 2 6.8074 25,55, 0 CASUALTY MPN NO. 6 FIRER NO. 37 VEH BEFORE 0 AFTER 0 MEN BEFORE 32 AFTER 31 CUMULATIVE 14

RED 1 7.2383 26,55, 0 CASUALTY MPN NO. 13 FIRER NO. 30 VEH BEFORE 1 AFTER 0 MEN BEFORE 2 AFTER 0 CUMULATIVE 16

BLUE 35 7.9602 6,56, 0 CASUALTY MPN NO. 16 FIRER NO. 28 VEH BEFORE 1 AFTER 0 MEN BEFORE 3 AFTER 0 CUMULATIVE 3

RED 11 8.5542 27,45, 0 CASUALTY MPN NO. 13 FIRER NO. 31 VEH BEFORE 3 AFTER 2 MEN BEFORE 30 AFTER 28 CUMULATIVE 18

RED 2 8.6692 24,54, 0 CASUALTY MPN NO. 6 FIRER NO. 37 VEH BEFORE 0 AFTER 0 MEN BEFORE 31 AFTER 29 CUMULATIVE 20

BLUE 31 8.7944 15,39, 0 CASUALTY MPN NO. 14 FIRER NO. 26 VEH BEFORE 1 AFTER 0 MEN BEFORE 3 AFTER 0 CUMULATIVE 6

RED 30 9.0974 26,49, 0 CASUALTY MPN NO. 35 FIRER NO. 26 VEH BEFORE 1 AFTER 0 MEN BEFORE 3 AFTER 0 CUMULATIVE 23

RED 11 9.2880 27,45, 0 CASUALTY MPN NO. 45 FIRER NO. 30 VEH BEFORE 2 AFTER 1 MEN BEFORE 28 AFTER 26 CUMULATIVE 25

RED 11 9.9443 27,45, 0 CASUALTY MPN NO. 44 FIRER NO. 17 VEH BEFORE 1 AFTER 0 MEN BEFORE 2 AFTER 0 CUMULATIVE 27

RED 19 9.9858 20,54, 0 CASUALTY MPN NO. 41 FIRER NO. 8 VEH BEFORE 3 AFTER 2 MEN BEFORE 9 AFTER 6 CUMULATIVE 30

RED 22 10.0276 26,52, 0 CASUALTY MPN NO. 35 FIRER NO. 26 VEH BEFORE 1 AFTER 0 MEN BEFORE 3 AFTER 0 CUMULATIVE 33

RED 8 10.7114 24,44, 0 CASUALTY MPN NO. 6 FIRER NO. 37 VEH BEFORE 0 AFTER 0 MEN BEFORE 30 AFTER 29 CUMULATIVE 34

BLUE 30 11.5362 15,40, 0 CASUALTY MPN NO. 14 FIRER NO. 21 VEH BEFORE 1 AFTER 0 MEN BEFORE 3 AFTER 0 CUMULATIVE 9

RED 10 11.6448 24,43, 0 CASUALTY MPN NO. 1 FIRER NO. 40 VEH BEFORE 0 AFTER 0 MEN BEFORE 24 AFTER 23 CUMULATIVE 35

BLUE 34 12.7109 6,56, 0 CASUALTY MPN NO. 16 FIRER NO. 26 VEH BEFORE 1 AFTER 0 MEN BEFORE 3 AFTER 0 CUMULATIVE 12

BLUE 1 14.5132 10,46, 0 CASUALTY MPN NO. 46 FIRER NO. 5 VEH BEFORE 1 AFTER 0 MEN BEFORE 1 AFTER 0 CUMULATIVE 13

RED 5 15.6340 14,47, 0 CASUALTY MPN NO. 45 FIRER NO. 29 VEH BEFORE 3 AFTER 2 MEN BEFORE 6 AFTER 2 CUMULATIVE 39

RED 3 15.7429 13,48, 0 CASUALTY MPN NO. 44 FIRER NO. 25 VEH BEFORE 3 AFTER 2 MEN BEFORE 6 AFTER 4 CUMULATIVE 41

RED 5 15.8437 14,47, 0 CASUALTY MPN NO. 41 FIRER NO. 8 VEH BEFORE 1 AFTER 0 MEN BEFORE 2 AFTER 0 CUMULATIVE 43

Fig. 73 – Example of Chronological Cumulative Casualties Report

TARGET KILLS BY WEAPCN TYPE

BLUE TARGET CLASSES

RED WEAPON NUMBERS	CLASS 1		CLASS 2		CLASS 4		CLASS 7		CLASS 8		CLASS 10	
	MEN	VEH	MEN	VEH	MEN	VEH	MEN	VEH	MEN	VEH	MEN	VEH
3	0	0	0	0	0	0	0	0	2	0	0	0
4	0	0	1	0	0	0	0	0	0	0	0	0
14	6	2	0	0	4	1	0	0	0	0	6	2
16	0	0	0	0	0	0	0	0	0	0	6	2
46	0	0	0	1	0	0	0	0	1	0	0	0
50	0	0	0	0	0	0	1	0	0	0	0	0
52	0	0	0	0	0	0	0	0	5	0	0	0
TOTALS	6	2	1	1	4	1	1	0	8	0	6	2

TOTAL KILLS

RED WEAPON NUMBERS	MEN	VEH
3	2	0
4	1	0
14	10	3
16	6	2
46	1	1
50	1	0
52	5	0
TOTALS	26	6

Fig. 74 – Example of Target Kills by Weapon Type Report

Fig. 75 - Example of Operational Statistics Report

BLUE UNITS	LOCATION INITIAL	FINAL	NUMBER OF MOVES	NUMBER OF ROUNDS FIRED	RECEIVED	TROOPS INITIAL	FINAL	VEHICLES INITIAL	FINAL	UNIT DEATH TIME
1	10,46; 0	10,46; 0	9	6	24	11	9	1	0	14.5132
2	10,46; 3	10,46; 3	0	8	36	6	10	0	0	0.0000
3	10,44; 0	10,44; 0	4	22	18	11	10	1	1	0.0000
4	10,44; 0	10,44; 0	0	0	0		10		1	0.0000
5	13,48; 0	9,46; 0	4	0	0	11	1	1	0	0.0000
6	13,48; 0	9,46; 0	1	0	81	3	4	0	1	0.0000
7	10,45; 0	10,45; 0	3	5	266	3	2	1	1	0.0000
8	13,48; 0	13,48; 0	0	5	163	3	3	1	1	0.0000
9	7,41; 3	7,41; 3	0	0	0	11	10	1	1	0.0000
10	7,41; 0	7,41; 0	0	0	0	0	1	0	0	0.0000
11	7,41; 0	7,41; 0	0	0	0	11	1	1	1	0.0000
12	7,41; 0	7,41; 0	0	0	0	3	13	0	0	0.0000
13	15,41; 0	15,41; 0	0	34	55	11	8	1	1	0.0000
14	15,41; 0	15,41; 0	0	8	0	3	3	0	0	0.0000
15	7,41; 0	7,41; 0	3	5	32	3	3	1	1	0.0000
16	15,41; 3	15,41; 3	0	32	0	11	1	0	0	0.0000
17	16,34; 0	16,34; 0	3	0	0	3	10	1	1	0.0000
18	16,34; 0	16,34; 0	0	0	0	11	8	0	0	0.0000
19	15,32; 0	15,32; 0	0	0	0	11	10	0	0	0.0000
20	15,32; 3	15,32; 3	0	0	0	11	1	1	1	0.0000
21	15,31; 0	15,31; 0	3	0	0	11	10	0	0	0.0000
22	15,31; 3	15,31; 3	0	0	0	3	3	1	1	0.0000
23	16,33; 0	16,33; 0	0	0	0	3	3	1	1	0.0000
24	14,31; 0	14,31; 0	0	0	0	3	3	1	1	17.7961
25	10,44; 0	10,44; 0	0	20	36	4	0	0	0	0.0000
26	10,45; 0	10,45; 0	0	28	267	4	4	1	1	0.0000
27	15,33; 0	15,33; 0	0	0	0	4	4	1	1	0.0000
28	15,32; 0	15,32; 0	0	198	55	3	3	1	1	0.0000
29	14,41; 0	14,41; 0	3	47	27	3	0	1	1	11.5342
30	15,40; 0	15,40; 0	3	21	22	3	0	1	0	8.7944
31	15,39; 0	15,39; 0	0	0	0	3	3	1	1	0.0000
32	8,41; 0	8,41; 0	0	8	0	3	3	1	1	0.0000
33	7,41; 0	7,41; 0	0	4	14	3	8	1	0	12.7109
34	2,58; 0	6,56; 0	90	3	14	3	0	1	0	7.9602
35	2,58; 3	6,56; 3	51	64	3	40	40	5	5	0.0000
36	1,21; 3	1,21; 3	0	96	0	40	40	7	7	0.0000
37	1,34; 0	1,34; 0	0	96	0	40	40	7	7	0.0000
38	1,10; 0	1,10; 0	0	24	0	33	33	5	5	0.0000
39	2,21; 0	2,21; 0	3	36	0	24	24	4	4	0.0000
40	4,39; 0	4,39; 0	0							0.0000
TOTALS				770	1110	331	305	54	40	

Fig. 76 - Example of Ammunition Expenditure Report

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SUMMARY OF TREATMENT 9901
NUMBER OF REPLICATIONS 3

AVERAGE TARGET KILLS BY WEAPON TYPE

RED TARGET CLASSES

BLUE WEAPON NUMBERS

TOTALS

VARIANCE OF TARGET KILLS BY WEAPON TYPE

BLUE TARGET CLASSES

RED WEAPON NUMBERS

Fig. 77 — Example of Treatment Summary Target Kill Report

BLUE AVERAGE AMMUNITION EXPENDITURE BY WEAPON TYPE

WEAPON TYPE	AMMO 1	AMMO 2
1	44.0	0.0
2	45.3	0.0
6	196.0	12.0
7	45.3	18.7
13	11.7	25.0
35	20.0	0.0
36	11.3	0.0
41	13.7	0.0
42	21.3	0.0
44	180.0	0.0
45	18.0	0.0

RED AVERAGE AMMUNITION EXPENDITURE BY WEAPON TYPE

WEAPON TYPE	AMMO 1	AMMO 2
3	36.0	0.0
4	96.0	40.0
5	0.0	20.0
14	27.3	28.0
16	48.0	0.0
17	.7	0.0
37	11.7	0.0
38	15.0	0.0
43	24.0	0.0
46	252.0	0.0
47	7.3	0.0
49	168.0	0.0
50	165.0	0.0
52	219.3	0.0
53	3.3	0.0

Fig. 78 – Example of Average Ammunition Expenditure
by Weapon Type Report

Optional Report

A very useful optional report is the chronological history report. By requesting this option, most of the event messages placed on the event history tape will be printed. The primary purpose of this option is to ensure that the battle scenario is being followed. The event history message contains two parts. The first part is the same for messages from all sources within the battle model. The second part contains information of interest concerning the specific event from which it is transmitted. Part one of every message contains the side, unit, time of the event, location of the unit, and the nature of the event. Part two of the messages varies depending on the event and is summarized in Table 19.

Examples of chronological history report messages, as described in Table 19, are contained in Fig. 79. The INTELLIGENCE Report is usually the first message encountered when reading a CARMONETTE history. Samples of this report are shown at ①. Line one is described in Event Code 3, and is interpreted as follows:

ENUN DEAD	– Enemy units known dead
LOS	– In line of sight
IN SENRG	– In sensor range
NKON	– In LOS and not concealed
PP	– Pinpoint (Intelligence level 4)
ERRPP	– Erroneous pinpoint (Intelligence level 3)
NS	– Nearest square (Intelligence level 2)
B /A	– Before /After

Line two is described in Event Code 15. 1,2, 3, and 4 pertain to intelligence levels, and the array after each shows which enemy units are at each level. Each level is inclusive of those below it; that is, a unit at level 4 is also known at levels 3 and 2. The array (bit pattern) is interpreted using the technique described on page 153 of this volume. The example in Fig. 79 is from the GRC version and the bit pattern is interpreted from right to left. Line three is described in Event Code 26. LOS and ENUN are as described above. SURV identifies the units against which the observer is conducting surveillance. In the first message, Red 50 is not conducting surveillance against anyone because no weapon units are initialized until time 0.5000. In the second message, Blue 32 has its sensor restricted to the Red units indicated.

Table 19

EVENT HISTORY MESSAGE, PART II

Event code	Message origin	Message
1	Move select	Squares moving from and to, time from center to boundary of square, velocity.
2	Boundary crossing	Square moved from, time to move boundary to center of new square, velocity, concealment, cover, net cover and line of sight after move.
3	Intelligence report (First line)	Number of enemy units known dead, in line of sight, in sensor range, not concealed if in line of sight, and number of enemy units pinpointed, erroneously pinpointed, known to nearest sqaure both before and after the surveillance. (Message from target acquisition.)
4	Impact firer	Firing weapon number, target number, hit probability, kill probability, number of rounds, firer dead prior to impact.
5	Impact firer (Reload after impact)	Firing weapon number, target number, hit probability, kill probability, number of rounds, reload time.
6	Impact firer	Firing weapon number, target number, hit probability, kill probability, number of rounds, number of hits.
7	Impact target	Firing weapon number, firing unit, vehicles before and after, troops before and after.
8	Firing	Firing weapon number, target number, range, time of flight, reload time.
9	Firing	Firing weapon number, target number, range, time of flight.
10	New mission	New order number, octal representation of mission word.
11	Battle terminated due to casualties	Side that caused termination, casualty limit, number of casualties.

Table 19 cont'd

Event code	Message origin	Message
12	Battle terminated due to proximity of forces	Side that caused termination, location indicated for proximity, number of units within designated range.
13	Target select	Weapon number that made selection, target selected, target location, aim time, ammo type to be used.
14	Area target selected	Weapon number that made selection, area location, aim/reaim time.
15	Intelligence report (Second line)	Bit patterns of enemy units, units known to nearest square, erroneous pinpoint and pinpoint.
16	Artillery called	Responding weapon number, responding unit number, target area location, aim time, target number, ammo type.
17	Dismount	Carrier unit number, dismounting unit number, number of vehicles in carrier unit, number of men dismounting, dismount time.
18	Response to fire	Total rounds received, total direct fire, total indirect fire, suppression status.
19	Out of ammunition	Weapon number which fired last of ammo.
20	Begin treatment	No message printed.
21	Begin replication	No message printed.
22	End replication	No message printed.
23	End treatment	No message printed.
24	Firing	Suppressive fire. Firing weapon number, target number, range, time of flight, reload time.
25	Firing	Suppressive fire. Firing weapon number, target number, range, time of flight.
26	Intelligence report (Third line)	Bit pattern of enemy units in line of sight, known dead, and under surveillance.

Table 19 cont'd

Event code	Message origin	Message
27	Impact area fire	Firing weapon number, target number, hit probability, kill probability, number of rounds, reload time.
28	Impact area fire	Firing weapon number, target number, hit probability, kill probability, number of rounds, number of hits.
29	Impact target (Artillery)	Firing weapon number, firing unit number, vehicles and troops in target unit before and after impact.
30	Not used	
31	Mount	Mounting unit number, number of vehicles in carrier unit, number of men mounting, mount (remount) time.
32	Battle terminated due to vehicle losses	Side that caused termination, vehicle casualty limit, number of vehicle casualties.
33	Helicopter called	Helicopter unit number, target unit number, target location, altitude.
34	Not used	
35	Position disclosure	Bit pattern of enemy units intelligence change on firer, no info to erroneous pinpoint, erroneous pinpoint to pinpoint.
36	Change altitude	New altitude, new line of sight.

Fig. 79 — Example of Chronological History Report Messages

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BLUE   21   9.5000   18,34,   0   RESPONSE    TOTAL RNDS   96, TOTAL OF   96, TOTAL INDF    0. STATUS PARTIAL DF
BLUE    4   0.5000   15,49,   0   RESPONSE    TOTAL RNDS  216, TOTAL OF    0, TOTAL INDF  216. STATUS PARTIAL INDF
BLUE    7   0.5205   16,49,   0   RESPONSE    TOTAL RNDS  552, TOTAL OF  460, TOTAL INDF   72. STATUS PINNED DOWN

BLUE   16  11.6370   18,40,   0   OUT OF AMMO   WPN NO. 40
BLUE   16  11.6370   19,40,   0   FIRING        WPN NO. 40 TGT NO.  7 RANGE   721. M  TIME OF FLIGHT  .1372

                                  BATTLE TERMINATED, MAXIMUM TIME   17 EXCEEDED
```

Fig. 79 – Example of Chronological History Report Messages cont'd

⑨ ⑩ ⑪

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The next message generally encountered is New Mission, an example of which is at ② and ③. The form of this message is described in Event Code 10. Also shown at ② are examples of move messages. The first is described in Event Code 1 and is printed when the unit moves from the center of a square to its boundary. The second is described in Event Code 2 and is printed when the unit crosses the boundary between the two squares. Because of the large number of moves made by helicopter units, only boundary crossing messages are printed for them. The sequence shown at ③ is that which occurs when the new mission is DISMOUNT. The form of the message is described in Event Code 17. After the time required to dismount has passed, the first message from the dismounted unit (Blue 31 in this case) is NEW MISSION. If the order had been REMOUNT rather than DISMOUNT, the message would have been very similar and is described in Event Code 31.

If a command unit has at least "Nearest Square" information on an enemy unit that is on his artillery or helicopter call priorities, the command unit may call for artillery and/or helicopter support. These messages are shown at ④ and are described by Event Codes 16 and 33 respectively.

When an area fire (artillery or mortar) unit answers a call for support, or when a direct fire unit (tank, HAW, AD, etc.) elects to fire at a target, a TARGET SELECT message is written. Examples of this message are at ⑤ . The first message is for area fire weapons and is described in Event Code 14. Event Code 13 describes the message for direct fire units; the second message is an example.

After a unit completes aiming, it fires. Three examples of this message are shown at ⑥. The first message is for an area fire weapon, and the second for a direct fire weapon that does not require guidance. Note that these messages are identical in form; they are described by either Event Code 8 or 24. The reload time is shown since these weapons may fire again before the round impacts. The third message is for a weapon that cannot reload until after impact, Event Codes 9 and 25. The firing of a direct fire weapon may disclose its position, hence when these weapons fire, a POSITION DISCLOSURE message is printed; see ⑦ and Event Code 35.

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When rounds impact, two types of messages are written, one for the firer and one for the target; examples of these are at ⑧. If the rounds impacting are from area fire weapons, the IMPACT (TARGET) messages for all units in the impact area are written first; this message is described in Event Code 29 and is shown in the first two messages. The IMPACT (FIRER) message is then written as shown on the third line and described in Event Code 6. Note that both the target number and probability of hit are zero when the firer is an area fire weapon. The order of the messages is reversed for direct fire weapons and is shown in the last four messages at ③. Red 4 and 32 fired weapons that reload after impact (guided missiles), hence their messages show a reload time as described in Event Code 5. Blue 13 fired a weapon that may be reloaded and fired again before impact and receives the message described in Event Code 6. The final message is for the target and is as described in Event Code 7. The IMPACT (FIRER) messages for Red 4 and 32 and for Blue 13 contain more information than is readily apparent. By observing the probability of hit, P(H), and the probability of kill, P(K), in the message, the gamer may determine the following information:

P(H)0.00 P(K)0.00 : Firer fired on an erroneously pinpointed target.
              (Red 4)

P(H) .nn P(K)0.00 : Firer fired on a pinpointed target and missed.
              (Red 32)

P(H) .nn P(K) .nn : Firer fired on a pinpointed target and hit.
              (Blue 13)

It is necessary to read the IMPACT(TARGET) message to see if the hit killed the target. In the example, the hit killed 1 vehicle and 4 troops.

If a unit is killed while it has a round in flight toward a target, one of two outcomes is possible. If the round in flight does not require guidance, it will continue to impact, with a message similar to those for Red 4 and 32 in ⑧, but the phrase FIRER DEAD PRIOR TO IMPACT will be substituted for RELOAD TIME. If the round in flight does require guidance, the program will not enter the impact subroutine, and no message will be printed.

In addition to killing when they impact, rounds fired at targets can suppress those that are not killed. Examples of RESPONSE messages are shown at ⑨ and described in Event Code 18.

A unit always checks to determine if a round is the last one on hand before it is fired. If it is, the OUT OF AMMO message described in Event Code 19 and shown at ⑩ is printed. Note that the message is printed before the FIRING message.

The final message printed is BATTLE TERMINATED which is shown at ⑪. In addition to time, the battle may be terminated for casualties (Event Code 11), proximity of forces (Event Code 12), or vehicle losses (Event Code 32).

If a selective history, which records only the events pertaining to selected units is desired, this option may be selected in place of the chronological history. An example of this report is in Fig. 80. The information contained in the Average Ammunition Expenditure by Weapon Type can be reported by time interval; an example of this optional report is shown in Fig. 81.

The Range Interval Post Processor lists the number of engagements (firings), number of rounds fired, troop and vehicle casualties for each weapon on both sides, for all target classes that were engaged, in range intervals of a specified number of meters. Total accumulated casualties are then listed by range interval from the longest to the nearest range. The averages for all replications of the treatment follow. The listing is for each replication of each treatment and is shown in Fig. 82.

Examples of Game Outputs

Selected messages and arrays from the game outputs from the GRC version are discussed below. When the gamer completes this discussion, he should be able to interpret the complete game output contained in Vol IV.

The first array encountered in the game output is shown in Fig. 83. The first line shows the parameters that controlled the game; these parameters are described in detail in Vol III. Parameters of interest to the

1 5531 1 5531

SELMIS

1 351 342 51* -0* -0* -0* -0* -0* -0* -0* -0* -0* -0* -0* -0* -0* -0* -0* -0* -0* -0* -0* -0* -0* -0* -0

TREATMENT 5931

BATTLE HISTCRY
REPLICATION 1

07/30/74

SIDE-UNIT	TIME	LOCATION	EVENT
BLUE 34	.5553	2,55, 0	INTELLIGENCE ENUA DEAD - LOS 0 IN SENRE 0 KKCN 0 PP E G/A 0 ERRF 5 0/A 0 AS E G/A 0
			I2= ....r93 I3= C000000090000000 I4= 00000000000000000
			LOS= 0000000000000000 ENLR DEAC= 00000000000000000 SURV= 03777777777777777
BLUE 34	.5652	2,55, 0	INTELLIGENCE ENUA DEAD - LOS 0 IN SENRE 0 NKCN 0 PP E G/A C ERRPP P 0/A 0 AS E B/A 0
			I2= ....590.r I3= 0100000090000000 I4= 0000000000000000
			LOS= 0000000000000000 ENUR DEAC= 00000000000000000 SURV= 03777777777777777
BLUE 30	6.2273	15,47, 0	NEW MISSION, ORDER NUMBER= 59 CCTAL 000000731000031120044
BLUE 30	6.2273	15,47, 0	TARGET SELECT NFA NO. 13 TGT NC. 19 TGT LCC 25,55, 0 REAIM TIME .0929 ARMC NC. 1
BLUE 34	6.2334	2,55, 0	NEW MISSION, ORDER NUMBER= 117 CCTAL 000001833000000000000
BLUE 34	6.2334	2,55, 0	CHANGE ALTITUDE TC 0 LCS=0000000000000.CC
BLUE 34	6.2336	2,55, 0	NEW MISSION, ORDER NUMBER= 03 CCTAL 000001351040020620000
BLUE 30	9.5742	15,40, 0	CASUALTY NFN NO. 14 FIRER NC. 20 VEH BEFORE 1 AFTER 0 MEN BEFORE 3 AFTER 0 CUMULATIVE 3
BLUE 34	10.2229	6,47, 0	CASUALTY NFN NO. 16 FIRER NC. 30 VEH BEFORE 1 AFTER 0 MEN BEFORE 3 AFTER 0 CUMULATIVE 6

BATTLE TERMINATED, MAXIMUM TIME 20 EXCEEDED

COMPUTER TIME THIS REPLICATION 333.858 SECONDS

LAST RANDOM NC. THIS REPLICATION 2635686419

Fig. 80 — Example of Selective History Report

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BLUE   AVERAGE AMMUNITION EXPENDITURE BY WEAPON TYPE AND TIME INTERVAL

TIME FROM   0.0000 TO   4.9999
           1   5.0
           2   5.3
           6   36.0
           7   9.0
          13   .3
          35   4.0
          36   3.0

TIME FROM   5.0000 TO   9.9999
           1   17.0
           2   13.3
           6   52.0
           7   22.7
          13   25.3
          35   13.0
          36   4.3
          41   .7
          44   17.3
          45   17.3

TIME FROM   10.0000 TO 14.9999
           1   12.0
           2   13.3
           6   76.0
           7   17.3
          13   10.7
          35   3.0
          36   3.6
          41   4.0
          42   13.3
          44   84.7

TIME FROM   15.0000 TO 19.9999
           1   10.0
           2   13.3
           6   44.0
           7   16.0
          13   .3
          36   .7
          41   9.0
          42   8.0
          44   78.0
          45   .7

Fig. 81 - Example of Average Ammunition Expenditure
by Weapon Type by Time Interval Report

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BLUE WEAPON NO. 3E   TREATMENT NO. 9901   REPLICATION NO. 1   07/30/74

RED TARGET CLASSES

	1				2				3				4		
	ENG	RDS	VEH	TPS	ENG	RDS	VEH	TPS	ENG	RDS	VEH	TPS	ENG	RDS	VEH	TPS
1501 2000	7	7	1	3	2	1	2	4	1		3
2001 2500	3	7				2					
2501 3000					4						

TREATMENT NO. 9901   REPLICATION NO. 1   07/30/74

BLUE CASUALTY TOTALS TO RANGE INDICATED

TARGET CLASS

	1				4				8				10		
	TPS	VEH	TPS	VEH	TPS	VEH	TPS	VEH
2001 2500							6	2
1501 2000					1		4	2
501 1000			1	1		1	6	2
0 500			2	1	6		4	2

BLUE WEAPON NO. 17   AVERAGES OF TREATMENT NO. 9901   3 REPLICATIONS   07/30/74

RED TARGET CLASSES

	1				2				4				5		
	ENG	RDS	VEH	TPS	ENG	RDS	VEH	TPS	ENG	RDS	VEH	TPS	ENG	RDS	VEH	TPS
501 1000					1.7	1.7	.7								
1001 1500					.3	.3	.3								
1501 2000			.3	1.0	7.3	7.3	1.7	3.3	1.0			0.7
2501 3000												

Fig. 82 - Example of the Range Interval Post Processor

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Red Vehicle Breakpoint

Treatment Number

Time

```
20 120641103279901-0-0    -0**  999 999-0-0  -0   -0410999
 6.0298   RED  UNIT 27 DIED IN SQUARE   28  54    0
 7.9077   RED  UNIT 28 DIED IN SQUARE   28  49    0
 8.1829   RED  UNIT 22 DIED IN SQUARE   26  52    0
10.3581   RED  UNIT 20 DIED IN SQUARE   26  45    0
10.7629  BLUE  UNIT 30 DIED IN SQUARE   15  40    0
11.6400  BLUE  UNIT 35 DIED IN SQUARE    4  47  175
11.3359  BLUE  UNIT 31 DIED IN SQUARE   15  39    0
11.5815   RED  UNIT 23 DIED IN SQUARE   30  49    0
12.5511  BLUE  UNIT 25 DIED IN SQUARE   10  44    0
12.7146  BLUE  UNIT 34 DIED IN SQUARE    6  56  140
14.0510  BLUE  UNIT  1 DIED IN SQUARE   10  46    0
15.6787   RED  UNIT  5 DIED IN SQUARE   14  47    0
15.9023  BLUE  UNIT  5 DIED IN SQUARE   12  47    0
15.3208   RED  UNIT 19 DIED IN SQUARE   13  49    0
16.5552  BLUE  UNIT 29 DIED IN SQUARE   14  41    0
17.8218   RED  UNIT 26 DIED IN SQUARE   30  63    0

-0-0     -09939-0-0    -0**  999 999-0-0  -0   -0999999
```

Treatment Number

```
 1 9901    1 9901    0
```

HISTRY

Fig. 83 - Example of Run Parameters and Output Option Report

gamer are: the maximum game time - 20 minutes, the treatment number - 9901; and the Red break point - 41 vehicles. The second item encountered, also shown in Fig. 83, is another of the job control parameters; it indicates that the gamer has requested a complete battle history of the first replication of treatment 9901.

Selected messages from the battle history are shown in Figs. 84 through 86. As indicated earlier in this discussion, these messages have two parts: the first part shows the side, unit, time, and location; the second part shows the event being recorded. The accompanying figures show selected messages that will further demonstrate how this part of the output is read.

Dismounting and remounting are demonstrated by the units on the outpost and are shown in Fig. 84. After waiting the 1 minute prescribed by its initial order, Blue 5 receives a "New Mission;" order 2 is Dismount. The second message shows that Blue 5 dismounted Blue 6 and that the time required for this action is 0.5 minutes. At time 1.5000, dismounting is complete, and both Blue 5 and 6 receive a new mission. Blue 6 starts its move to the rear. CARMONETTE units move from the center of a square to its boundary with the adjacent square and then from the boundary to the center of the adjacent square. The first move is shown; it will require 0.2598 minutes for Blue 6 to move to the boundary. At time 17.0193, Blue 6 determines that Blue 5 is in square 1247 and receives the order to Remount (order 6). At 17.8123, Blue 6 receives the same order. The second message at that time shows how much direct and indirect fire Blue 6 has received during the current neutralization cycle and shows that the unit is partially neutralized by direct fire. At time 18.0193 there is a Response message on Blue 5 similar to the previous one on Blue 6, and a message indicating that Blue 5 has started to remount the surviving four members of Blue 6.

The actions of supporting units are shown in Fig. 85. The first message shows the company commander, Blue 49, has called for an attack helicopter strike against Red 22, a HAW which is first on its helicopter call priority, in square 3157. Since this target is also on his artillery call

```
BLUE  5  1.0000  13,48,  0  NEW MISSION, ORDER NUMBER=  2  OCTAL  000000220000000000
BLUE  5  1.0000  13,48,  0  DISMOUNTED UNIT  6  VEHICLES  1  MEN 18, DISMOUNT TIME  .5000

BLUE  6  1.5000  13,48,  0  NEW MISSION, ORDER NUMBER= 17  OCTAL  000000211093000400
BLUE  5  1.5000  13,48,  0  NEW MISSION, ORDER NUMBER=  3  OCTAL  00200340070015700
BLUE  5  1.5000  13,48,  0  MOVE SELECT FROM 13,48, 6 TO 12,47, 0  TIME GEN TO BCUND, .2598   VEL = 4.535

BLUE  5  17.0193  12,47,  0  NEW MISSION, ORDER NUMBER=  6  OCTAL  000000650000000000

BLUE  6  17.8123  12,47,  0  NEW MISSION, CROER NUMBER, 21  OCTAL  000000250000000000
BLUE  6  17.8123  12,47,  0  RESPONSE     TOTAL RNDS  252, TOTAL OF  100, TOTAL INDF  72. STATUS PARTIAL OF

BLUE  5  18.0193  12,47,  0  RESPONSE     TOTAL RNDS  309, TOTAL OF  165, TOTAL INDF  144. STATUS PARTIAL OF

BLUE  5  18.0193  12,47,  0  MOUNTED UNIT  6  VEHICLES  1  MEN  4, REMOUNT TIME  .500)
```

Fig. 84 - Example of Dismounting and Remounting

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BLUE 49 3.0742 1,21, 0 HELO CALLED----RESPONDED BY UNIT 35 TGT NO.22 TGT LOC. 31,57 ALT 0
BLUE 49 3.0742 1,21, 0 ARTY CALLED ...MFN NO. 7 UNIT NO. 36 TGT AREA 31,57 AIM TIME ..2112 TGT NO. 22 AMMO NO. 1

BLUE 35 3.0740 2,58, 0 NEW MISSION, ORDER NUMBER= 94 OCTAL 000001364207806788

BLUE 35 3.1035 3,58, 22 MOVE FROM 2,56, 22,TIME TO CEN .0295,VEL 26.209,EX-CONC 5.3,COVER 1.3,METCOV 3,LOS 000000000000003

BLUE 35 3.1307 3,58, 22 INTELLIGENCE ENUM DEAD 0 LOS 0 IN SEMRG 0 NKOM 0 PP B G/A 0 FRRPP B 0/A 0 NS 0 1/A 1
I2= 000000000000006 I3= 000000000000000 I4= 000000000000000
LOS= 000000000000000 ENUM DEAD= 000000000000000 SURV= 037777777777777

BLUE 35 3.2646 6,56, 40 MOVE FROM 5,57, 40,TIME TO CEN .0227,VEL 51.896,EX-CONC 5.3,COVER 1.3,METCOV 3,LOS 000000000000003

BLUE 35 3.2871 6,56, 40 NEW MISSION, ORDER NUMBER= 95 OCTAL 000013732000000000
BLUE 35 3.2871 6,56,190 CHANGE ALTITUDE TO 2 LOS=30000000000000

BLUE 35 3.6365 6,56,190 NEW MISSION, ORDER NUMBER= 96 OCTAL 000301401006210004

BLUE 35 3.6904 6,56,190 INTELLIGENCE ENUM DEAD 1 LOS 14 IN SEMRG 7 NKOM 14 PP B G/A 4 ERRPP B 0/A 4 NS B 1/A 4
I2= 000000011400005 I3= 000000011400005 I4= 000600001100005
LOS= 000007275000025 ENUM DEAD= 000000040000000 SURV= 037777777777777
BLUE 35 3.5867 6,56,190 TARGET SELECT MFN NO. 36 TGT NO. 19 TGT LOC 30,59, 4 AIM TIME .2566 AMMO NO. 1

BLUE 35 3.6653 6,56,190 FIRING MFN NO. 36 TGT NO. 19 RANGE 2619, M TIME OF FLIGHT .2061
BLUE 35 3.6653 6,56,190 POSITION DISCLOSURE, I1 TO I3= 000000000000000 I3 TO I4= 000000000000000

BLUE 35 3.8713 6,56,190 IMPACT(FIRER) MFN NO. 36 TGT NO. 19 P(H) .61 P(K) 0.00 NO. OF RCUNOS 1 RELCAD TIME .1005
RED 19 3.8713 29,58, 0 IMPACT(TARGET) MFN NO. 36 FIRER NO. 35 VEHICLES BEFORE 3 AFTER 3 TROOPS BEFORE 9 AFTER 9

Fig. 85 - Example of Actions of Supporting Units

BLUE   35   3.9712   6.56,190   NEW MISSION, ORDER NUMBER= 97   OCTAL   000014141670003600

BLUE   35   6.7766   4,67, 75   INTELLIGENCE ENUM DEAD   1 LOS 11 IN SENRG   6 MKON 11 PP 8 0/A 9 ERRP 0 0/A 5 NS 0 0/A 6
                              I2= 00000031900025   I3= 00000001160025   I4= 00000001200025
                              LOS= 00007071100025   ENUM CEAD= 00008040000008   SURV= 037777777777777
GLUE   35   6.7767   4,67, 75   TARGET SELECT   MPN NO. 36 TGT NO. 22 TGT LOC 20,56,   0 RELOAD TIME   .3984 AMMO NO. 1

BLUE   35   5.1045   4,67, 75   NEW MISSION, ORDER NUMBER= 101   OCTAL   000014541670602500

BLUE   35   6.1694   2.36,160   IMPACT(FIRER)   MPN NO. 36 TGT NO. 7 P(H)   .53 P(K)   .94 NO. OF ROUNDS   1 RELOAD TIME   .1750
RED   7   6.1694 29,49,   0   IMPACT(TARGET)   MPN NO. 36 FIRER NO. 35 VEHICLES BEFORE   6 AFTER 3 TROOPS BEFORE 40 AFTER 36

BLUE   35   7.1663   2,58, 7   NEW MISSION, ORDER NUMBER= 107   OCTAL   000012330000000300
BLUE   35   7.1663   2,58, 0   CHANGE ALTITUDE TO 0   LOS=00000600000300
BLUE   35   7.1665   2,58, 0   NEW MISSION, ORDER NUMBER= 93   OCTAL   000013510003020000

BLUE   36   3.2054   1,21, 0   FIRING   MPN NO. 7 TGT NO. 8 RANGE 4606. M   TIME OF FLIGHT   .4221 RELOAD TIME   .2571

RED   1   3.7075 38,57, 0   IMPACT(TARGET) MPN NO. 7 FIRER NO. 36 VEHICLES BEFORE   4 AFTER 4 TROOPS BEFORE 40 AFTER 40
RED   3   3.7075 31,57, 0   IMPACT(TARGET) MPN NO. 7 FIRES NO. 36 VEHICLES BEFORE   3 AFTER 3 TROOPS BEFORE 30 AFTER 30
RED   22   3.7075 20,56, 0   IMPACT(TARGET) MPN NO. 7 FIRER NO. 36 VEHICLES BEFORE   1 AFTER 1 TROOPS BEFORE 3 AFTER 3
RED   32   3.7075 31,57, 0   IMPACT(TARGET) MPN NO. 7 FIRER NO. 36 VEHICLES BEFORE   1 AFTER 1 TROOPS BEFORE 1 AFTER 1
BLUE   36   3.7075   1,21, 0   IMPACT(FIRER)   MPN NO. 7 TGT NO. 0 P(H) 0.08 P(K)   .05 NO. OF ROUNDS   4 NO. OF HITS   0

Fig. 85 - Examples of Actions of Supporting Units continued

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priority list, he also called for artillery, and Blue 36 responded. B35 responded to "Call Helo" and in accordance with order 94 started to move to square 0656. Since helicopters move so rapidly, only the boundary crossing messages are printed, one is shown at time 3.1035. The intelligence message received by Blue 35 at 3.1387 is read as shown below:

Line 1 – He knows of no dead enemy units, ENUN DEAD 0

He has line of sight to no units, LOS 0

He has no enemy units in sensor range, IN SENRG 0

He had no enemy units pinpointed before this message, and he has none now, PP BO/AO

The same is true of erroneous pinpoint, ERRPP BO/AO

He had one enemy unit located to nearest square before message and still does, NS B1/A1

Line 2 – This is a packed octal representation of the intelligence level at which he has the Red units. By reading the I2 array from right to left, it is determined he knows in which square Red 22 is located.

Line 3 – This is also a packed octal representation indicating which units are in line of sight, are known to be dead, and against which surveillance is to be conducted.

At time 3.2646 Blue 35 arrived at his first pop-up point (0656) at an altitude of 40 feet. At 3.2871 he received a new mission (order 95) which told him to pop-up until he gained line of sight to square 3157; the 190 in his location shows the altitude to which he will have to go to get the required line of sight. At 3.4365, he is told to stay for $\frac{1}{2}$ minute or to fire one round (order 96). He had four targets (Red 1, 3, 19, and 22) pinpointed at 3.6064. Although he had the target for which he was called (R22) pinpointed, he selected a tank (R19), which is higher on his target priority list, as a target. Blue 35 fired a HAW at Red 19 at a range of 2419 meters at time 3.6653; the time of flight of the round is 0.2061. The position disclosure message at the same time shows what Red units saw Blue fire; there were none. After 0.2061 minutes (time 3.8713), the round impacted. There are three possible outcomes of this impact and are indicated as shown:

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```
Firer fired on erroneously pinpointed target - P(H)0.00 P(K)0.00
Firer fired on pinpointed target and missed  - P(H)0.nn P(K)0.00
Firer fired on pinpointed target and hit      - P(H)0.nn P(K)0.nn
```

In this instance Blue 35 missed. Had B35 scored a kill, the Impact (target) message for Red 19 would have shown a difference in vehicles and/or troops before and after. After waiting 0.1 minutes to assess his firing, Blue 35 receives the order to drop to treetop level and move to the next pop-up point (order 97). At 4.7747 Blue 35 had popped up, pinpointed Red 22 and decided to engage it. The impact messages for time 6,1694 show that he was successful this time. Blue 35 got back to his staging area at 7.1663 and landed; at 7.1665 he returned to "On Call" status (order 93).

Blue 36 responded to Blue 49's call for artillery at the same time that Blue 35 started on his mission; this response is shown in the last six lines of Fig. 85. Blue 36 fired at time 3.2854. The rounds impacted in square 3157 at 3.7075. Since weapon number 7 has a 300 × 300 impact area, its effects are assessed against all targets in squares 3056, 3156, 3256, 3057, 3157, 3257, 3058, 3158, and 3258. As can be seen by the messages, there were four Red targets in the impact area.

The duel between Blue 35 and Red 28 (Fig. 86) shows the result of killing the firer during the flight of a guided missile. Blue 35 fired a HAW at Red 28 ac cime 7.7678 with a time of flight of 0.1965 minutes. Red 28 fired at Blue 35 at 7.8535 with a time of flight of 0.1067 minutes. Blue 35 died at 7.9602 before his round impacted at 7.9643. A check of the messages for that time period shows that the HAW did not impact. Had the situation been reversed and the HAW impacted first, the rounds from R28 would still have killed B35.

A message similar to the one below is printed at the end of the battle history.

```
BATTLE TERMINATED, MAXIMUM TIME 20  EXCEEDED
COMPUTER TIME THIS REPLICATION 342.465  SECONDS
LAST RANDOM NO. THIS REPLICATION  2762389485
```

RED 28 7.7109 28,49, 0 INTELLIGENCE ENUM DEAD 0 LOS 28 IM SENRG 2 NKOM 28 PP B 0/A 1 ERPP B 0/A 1 NS B 2/A 3

I2= 800420210800030 I3= 00020000000000 I4= 090220000000000
RED 28 7.7112 28,49, 0 LOS= 900316320730357 ENUM CEAC= 860000000000000 SURV= 001777777777777
TARGET SELECT WPN NO. 16 TGT NO. 35 TGT LOC 6,56, 0 AIM TIME .1423 AMMO NO. 1

BLUE 35 7.7676 6,56,140 FIRING WPN NO. 36 TGT NO. 28 RANGE 2309. M TIME OF FLIGHT .1965

BLUE 35 7.7676 6,56,140 POSITION DISCLOSURE, I1 TO I3= 800010000000000 I3 TO I4= 800000600000000

RED 28 7.8535 28,49, 0 FIRING WPN NO. 16 TGT NO. 35 RANGE 2309. M TIME OF FLIGHT .1067 RELOAD TIME .0576

RED 28 7.8535 28,49, 0 POSITION DISCLOSURE, I1 TO I3= 00001400000002 I3 TO I4= 000000000000000

RED 28 7.8645 28,49, 0 MOVE SELECT FROM 28,49, 0 TO 27,49, 0 TIME GEN TO BOUND, .1836 VEL = 4.537

RED 28 7.9642 28,49, 0 IMPACT(FIRER) WPN NO. 16 TGT NO. 35 P(H) .33 P(K) .35 NO. OF ROUNDS 12 NO. OF HITS 3
BLUE 35 7.9602 6,56, 0 IMPACT(TARGET) WPN NO. 16 FIRER NO. 28 VEHICLES BEFORE 1 AFTER 0 TROOPS BEFORE 3 AFTER 0

RED 22 7.9607 26,52, 0 RESPONSE TOTAL RNDS 300, TOTAL OF 0, TOTAL INOF 300. STATUS PARTIAL INOF
BLUE 31 7.9663 15,39, 0 FIRING WPN NO. 45 TGT NO. 11 RANGE 1476. M TIME OF FLIGHT .0610 RELOAD TIME .3904

BLUE 31 7.9663 15,39, 0 POSITION DISCLOSURE, I1 TO I3= 800000000000000 I3 TO I4= 860000000000000
BLUE 13 7.9675 15,41, 0 NEW MISSION, ORDER NUMBER= 74 OCTAL 00000121000331420045
BLUE 13 7.9676 15,41, 0 TARGET SELECT WPN NO. 44 TGT NO. 11 TGT LOC 28,46, 0 REAIM TIME .5000 AMMO NO. 1

Fig. 86 - Example of Firer Being Killed During Flight of a Guided Missile

Appendix A

INPUT LISTING

This appendix contains a listing of all inputs used in the sample game. The input form can be identified by the header card and/or the identification in cols 73 through 76; the format can be determined by consulting the appropriate figure in the main body of Volume II. The LAND deck is in coded form; a discussion of how it is organized and interpreted is contained in Part III, Output.

```
9901
        100    100     100    2200 2200   40   44    7    7   010        100       GAME
                                                                                    WPN1
01 100 4700 3025006025006       .020005  110 300 100   1      HEX           1 9   WPN1
02 500 5500 3025006025006        020005  250 300 100   1      HEX           110   WPN1    2
03 460 5700 3025006025006        020005  237 300 300   1      HEX           112   WPN1    3
04 20015300 6025006025006        020005  238 300 300   1      ICHX   HEX    112   WPN1    4
05 20012200 6025006025006        020005  222 300 300   1      ICHX   HEX    112   WPN1    5
06 5001800U 3025006025006        020005  222 300 300   1      ICHX   HEX    115   WPN1    6
07 50016800 3025006025006        020005  180 300 300   1      ICHX   HEX    115   WPN1    7
13   0 3000 1017004015004        028007 1500          30      APDS HEATX    112   WPN1    8
14   0 3000 1017004015004        028007 1500          30      HVAP HEATX    113   WPN1    9
15   0 2000 1017004015004        020003  600          30      HEAT   HEX    110   WPN1   10
16   0 3000 2011002004002        005002  350          12x     HEX           12 1  WPN1   11
17   0 2500 2013002004002        005002  350          12      HEX     AP    112   WPN1   12
18   0 1500 1020004010002        010002  200          n5      HEX           1 3   WPN1   13
19   0 3000 1020004010002        010002  250          10      HEX           1 3   WPN1   14
35  75 3000 2012003040009        033007  190          20XX   HEAT          112    WPN1   15
36  75 3000 1006001040001        020002  190          20XX   HEAT          112    WPN1   16
37 500 3000 1007004015004        050012  190          20XX   HEAT          110    WPN1   17
38 500 3000 1007004015004        050012  190          20XX   HEAT          110    WPN1   18
39 500 3000 1007004015004        010002  190          20XX   HEAT          110    WPN1   19
40  50 2000 1002003022005        022005  178          15XX   HEAT          110    WPN1   20
41  50 1000 1002003022005        022005   89          15XX   HEAT          110    WPN1   21
42  25  600 1002003017004        010002  350           5     HEAT          1 7    WPN1   22
43  25  550 1002003010002        025006  170           5     HEAT          1 6    WPN1   23
44   0 1700 1013004050002        040001  400           2     AP            2 6    WPN1   24
45   0 1700 1004002003001        040001  400           2     AP            2 6    WPN1   25
46   0 2000 1013004005002        040001  450           3     AP            2 7    WPN1   26
47   0 1500 1004001003001        040001  375           2     AP            2 6    WPN1   27
48   0 1000 1004002003001        040001  450           2     BALL          3 5    WPN1   28
49   0 1000 1004002003001        040001  450           2     BALL          3 5    WPN1   29
50   0 1000 1004002003001        040001  450           2     BALL          3 5    WPN1   30
51   0 1100 1006002005002        040001  450           2     BALL          3 5    WPN1   31
52   0  450 1005002005002        040001  650           1     BALL          1 1    WPN1   32
53 100 3800 1017004017004        030007  675          15x    HE            112    WPN1   33
                                                                                         34
                                                                                    WPN2
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132 16 25 21 32 19 30 25 40  14 22 18 28 17 26 22 34  09 12 12 15 17 21 24   2       2
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142 21 63 25 80 25 76 30 95  18 55 22 69 26 66 26 83  12 13 15 16 22 31 28 392       5
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152 34 34 42 42 41 41 50 50  28 28 35 35 34 34 42 42  20 20 25 25 24 24 30 302       8
153 07 07 09 09 09 09 11 11  06 06 08 08 07 07 09 09  06 06 07 07 06 06 07 072       9
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172 36 36 45 45 47 47 59 59  47 47 59 59 47 47 59 59  25 25 31 31 25 25 31 312      14
173 08 08 10 10 08 08 10 10  08 08 10 10 08 08 10 10  07 07 09 09 07 07 09 092      15
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208

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413	1C	12	12	14	08	10	10	12	08	10	08	10	2	43
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 311          X   X   X   X                          .                 WPN3    2
 411          X   X   X   X                                            WPN3    3
 511          X   X                                                    WPN3    4
 621          X   X   X   X                                            WPN3    5
 721          X   X   X   X                                            WPN3    6
                                                                       WPN3    7
 1211       X96X95X95X95                                               WPN3    8
 112X59X65X48     05                                                   WPN3    9
 122 50 61 48    X05                                                   WPN3   10
 212 53 49X80     10 03 03                                             WPN3   11
 222X71X86 80    X10                                                   WPN3   12
 312 53 56X80     25 03 03                                             WPN3   13
 322X71X99 80    X25                                                   WPN3   14
 412 53 56X80     25 03 03                                             WPN3   15
 422X71X99 80    X25                                                   WPN3   16
 512     56X80    25                                                   WPN3   17
 522     X99 80  X25                                                   WPN3   18
 612 99 99X99     35 20 20                                             WPN3   19
 622X99X99 99    X35                                                   WPN3   20
 712 99 99 99    X99 99 99                                             WPN3   21
 722X99X99X99     99                                                   WPN3   22
 1012        X39                                                       WPN3   23
 1212 99 83 89     99 90 90                                            WPN3   24
 1222 99 83 89                                                         WPN3   25
 113 71 71 61 61 61 52 52 38 39        03                              WPN3   26
 213 82 82          43 43 33     08 20                                 WPN3   27
 313 89 89 88 8A A8 82 82 58 64 24 60 30 24                            WPN3   28
 413 89 89 88 8A A8 82 82 58 64 24 60 30 24                            WPN3   29
 513        88 8A 88          64        30 24                          WPN3   30
 613 99 99 99 99 99 99 99 99 99 15 15 15 15 10 10 10 10 05             WPN3   31
 713 99 99 99 99 99 99 99 99 99 99 99 99 99 70 70 70 70 70             WPN3   32
 1013                          .                              95       WPN3   33
 1213 95 95 73 73 73 99 99 99 95 99 99 99              70              WPN3   34
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 42020203020304                                                       WPN4    5
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 52020304030405                                                       WPN4    7
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210

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B40 1 4 5 3 2 2 4 5 1 2 3 2 5 4 3 1 2 2
B41 4 5 1 2 3 2 5 4 3 1 2 2 1 4 5 3 2 2
B42 1 2 3       2 3 1     3 1 2 3 2 2
B44 2 3 1 1 2 8   8 2 3 2 1 1   8 2 3 2
C45 8 2 3 2 1 1   8 2 3 2   2 3 1 1 2 8
948 8 1 5       8 5       8 5 1 1
B51 1 8 5       8 5 8     8 1 1 5
B52 8 1 1       8 8       8 1 1
R14 1 2 4 6 7   4 6 7 1 2   4 1 6 7 2
R15 4 6 7 1 2   1 2 4 6 7   4 1 6 7 2
R16 10         10
R17 4 6 7 2 8   6 7 4 8 2   8 4 6 7 2
R37 4 6 7 1 2   1 4 6 7 2   1 2 6 7 4
R38 1 4 6 7 2   1 2 6 7 4   4 6 7 1 2
R39 1 2 6 7 4   4 6 7 1 2   1 4 6 7 2
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R46 7 6 4 2 8   4 2 6 7 8   6 7 2 4 8
R47 4 2 6 7 8   6 7 2 4 8   7 6 4 2 8
R48 8 7 6 4     7 6 4 8     6 4 8 7
R49 8 7 6 4     6 4 8 7     4 8 7 6
R50 8 7 6 4     4 8 7 6     7 6 4 8
R52 8 7 6 4     8 6 4 7     8 4 6 7
R53 10         10         10

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5250 100 1.84E-65.11E-62.04E-54.31E-7    3.33E-77.50E-75.32E-62.45E-7
5325  17 1.84C-65.11E-62.04E-51.92E-7    3.33E-77.50E-75.32E-62.45E-7
5425  34 1.84E-65.11E-62.04E-59.39E-7    3.33E-77.50E-75.32E-62.45E-7

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514           4055658030405060354555702535455
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SENP	16
SENP	17
SENP	18
SENP	19
SENP	20

211

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546                    02u2020202020202020202n20202020202020202      SENP   24
5|7                    65758590556075856657585905560758 5           SENP   25
527  .          -      808590957075809080859095707580 90            SENP   26
537                    80859095A0N59095808590958085909 5            SENP   27
547                    9092959980859095909290295998085909 6         S̈ENP   28
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54|                        20253345253030850                        SENF    4
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532                        4062637540526375                         SENF    7
542                        3036425040526375                         SENF    8
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B|           99809950n                                               MOBI    3
B5           99999994                                                MOBI    4
RO           99909925                                                MOBI    5
B|           99709950n                                               MOBI    6
R2           99709940n                                               MOBI    7
                                                                     MOB2
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22 50   34    17    58    58    58           28    21    12   35    35    35   MOB2    6
03 |5   11    08    17    14    12           12    09    05   17    14    12   MOB2    7
13 32   24    17    65    65                 28    21    12   40    40    40   MOB2    8
23 32   24    17    65    65                 28    21    12   40    40    40   MOB2    9
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   505    005    006   4006                                          MOB3    1
                                                                     MOB4
5  85   55   25   20   40   76        20    40    60    35    12     MOB4    1
                                                                     MOB5
   20   50  150  20n  300  400                                       MOB5    1
                                                                     MOB6
02 05 10 16 25 35 45 25 50100200350500600                            MOB6    1
                                                                     UNTI
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15150            5 6 82634373940 552 15|  1100XX .3 1 7 6 4 5 3 1 5 4 7|2UNTI   3
15249            910111215323335 452 15|  1100 X              1 4 3 5 6|2UNTI   4
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25150            5 61927334144  552 25|  2100X  3 7 5 2 1                 UNTI   10
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212

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B0442 2   8    50 1 300    52 7 980
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B38 6 6 1080 720
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B40 1 3 465
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RL 46 3 630    49 31260
R.43 3   12    50 3 300    52152100
FJ 46 3  630   49 31260
R0543 3  12    50 3 300    52152100
R0 46 4 840    49 41680
IC943 3  12    50 3 300    52233220
R0946 3  630   49 31260
R1043 3  12    50 3 300    52152100
R1146 3  630   49 31260
R1243 3  12    50 3 300    52152100
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R1443 3  12    50 3 300    52233220
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R1643 3  12    50 3 300    52152100

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11 1 1   15    2x   UNT2   4
10     1500   1    UNT2   5
11 1 1   15    2x   UNT2   6
10     1500   1    UNT2   7
 3 1 1    5    1    UNT2   8
 3 1 1    5    1    UNT2   9
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11 1 1   15    2x   UNT2   12
10     1500   1    UNT2   13
11 1 1   15    2x   UNT2   14
10     1500   1    UNT2   15
 3 1 1    5    1    UNT2   16
 3 1 1    5    1    UNT2   17
11 1 1   15    2x   UNT2   18
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11 1 1   15    2x   UNT2   20
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11 1 1   15    2x   UNT2   22
10     1500   1    UNT2   23
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 4 1 4   15    2    UNT2   27
 4 1 4   15    2    UNT2   28
 4 1 4   15    2    UNT2   29
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 3 1 3   24    3    XUNT2  31
 3 1 3   24    3    XUNT2  32
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40 7 7  4500   1    UNT2   38
40 7 7  4500   1    UNT2   39
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24     10000   1    UNT2   57
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R2114 3 64  9647 3 150    48 3 750
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R2438 1 8      46 1 25
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R2637 1 10     46 1 25
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R2816 1 180    17 1 20
R2916 1 180    17 1 20
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R3853 1 5
R3953 1 5
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R41 4 6 250 300
R42 4 6 250 300
R43 4 6 250 300
R44 3 6 300

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B06 8 790151      51
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B12 8 790151      52
B13 2 34135211    53
B14 8 790151      53
B15 7 681252      52
B16 7 681252      53
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B18 8 790151      54
B19 2 34135211    54
B20 8 790151      54
B21 2 34135211    55
B22 8 790151      55
B23 7 681252      54
B24 7 681252      55
B25 4 541352      50
B26 4 541352      51
B27 4 541352      54
B28 4 541352      55


30 3 6 1500    2X    UNT2 58
24     10000   1     UNT2 59
 9 3 9 3000    3     UNT2 60
12 4 2 4000    3     UNT2 61
 9 3 9 3000    3     UNT2 62
 3 1 3   20    2     UNT2 63
 3 1 3   20    2     UNT2 64
 3 1 3   20    2     UNT2 65
 2 1 1   10    1     UNT2 66
 2 1 1   10    1     UNT2 67
 3 1 3   15    2     UNT2 68
 3 1 3   15    2     UNT2 69
 3 1 3   15    2     UNT2 70
 3 1 3   15    2     UNT2 71
 1 1 1    5    1     UNT2 72
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 1 1 1    5    1     UNT2 76
 1 1 1    5    1     UNT2 77
 1 1 1    5    1     UNT2 78
 1 1 1    5    1     UNT2 79
 1 1 1    5    1     UNT2 80
63 6   5000    1     UNT2 81
63 6   5000    1     UNT2 82
63 6   5000    1     UNT2 83
63 6   5000    1     UNT2 84
50 6   5000    1     UNT2 85
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                     UNT3 29
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B29	1	101452	53		
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B32	1	101452	52		
B33	1	101452	52		
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B35	101	055555	49		
B36	16	411351	49		
B37	16	411351	49		
B38	16	411351	49		
B39	16	411351	5n49		
B40	16	411351	49		
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R02	8	790151	50		
R03	2	33135215	50		
R04	8	790151	50		
R05	2	33135215	5:		
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R16	8	790151	54		
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R18	8	790151	55		
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R21	1	121452	55		
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R23	4	442352	52		
P24	4	442352	54		
R25	5	682252	49		
R26	5	682252	49		
R27	12	431354	51		
R28	12	431354	53		
R29	12	431354	55		
R30	12	431354	49		
R31	11	681251	50		
R32	11	681251	50		
R33	11	681251	51		
R34	11	681251	52		
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R36	11	681251	53		
R37	11	681251	54		
R38	11	681251	54		
R39	11	681251	55		
R40	16	642251	49		
R41	16	642251	49		
R42	16	642251	49		
R43	16	642251	49		
R44	16	642251	49		

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UNT4	

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     1000 2000
 01          SSSSSSS  M SSSSSSMM  M MMMMMMMM  I M      UNT4    1
 02          IMMMMMS  I MIMMMMMM  I MIIIIIII  I I      UNT4    2
 03          SSSSSSS  I SSSSSSSM  I MSSSSSSI  I I      UNT4    3
 04          SSSSIII  I ISSSSIII  I ISSSSIII  I I      UNT4    4
 05          SISSSSI  I ISISSSSI  I ISISSSSI  I I      UNT4    5
 0606        SSSSIII  I ISSSSIII  I IIIIIIII  I I      UNT4    6
 07          SSSSIII  I IIIIIIII  I IIIIIIII  I I      UNT4    7
 08          MMSSSSS  I SIIIIIII  I IIIIIIII  I I      ÚNT4    8
 10          SSSSISS  I SSSSSISS  I ISSSSISS  I I      UNT4    9
 11          IIIIIII  S IIIIIIII  S IIIIIIII  M I      UNT4   10
 12          IIMMMMS  S SIIMMMMM  S MIIIIIII  M I      UNT4   11
 16          MSSSSSS  I SMSSSSSS  I SMSSSSSS  I S      UNT4   12
                                                       UNT4   13
     150                                               UNT5
 B  400  50 210 400  60 225  70 275  100 425  12  12   UNT5    1
 R  400  50 210 400  60 225  70 275  100 425  12  12   UNT5    2
                                                       UNT5    3
 B                            XXXX                      UNT6
 R                           XXX                        UNT6    1
                                                       UNT6    2
                                                       UNT7
 113342044030746I355523746                             UNT7    1
                                                       UNT8
 90909080808099    99  99                               UNT8    1
                                                       UNT9
   1STAY INTL   100                                    UNT91001
   2DISM                                               UNT91002
   3NSTP RATE    7 SQRE 1247 KIND    0 PROR    0       UNT91003
   4STAY INTL   50                                     UNT91004
   5SKIP BACK    1 UNTL   06 SQRE 1247 EXIT            UNT91005
   6REMO                                               UNT91006
   7NSTP RATE    7 SQRE 0946 KIND    0 PROR    0       UNT91007
   8DISM                                               UNT91008
   9STAY TIME 5000 FIRE    1 KIND    4 PROR    4       UNT91009
  10SKIP BACK    1 UNCD                                UNT91010
  15STAY INTL   100                                    UNT91015
  16DISM                                               UNT91016
  17STAY INTL   50                                     UNT91017
  18SKIP FORW    2 ENUN    3 RNGE 1000                 UNT91018
  19SKIP BACK    2 UNCD                                UNT91019
  20NSTP RATE    7 SQRE 1247 KIND    0 PROR    0       UNT91020
  21REMO                                               UNT91021
  22NSTP RATE    7 SQRE 0946 KIND    0 PROR    0       UNT91022
  23DISM                                               UNT91023
  24STAY TIME 5000 FIRE    1 KIND    4 PROR    4       UNT91024
  25SKIP BACK    1 UNCD                                UNT91025
  30STAY INTL   100                                    UNT91030
  31STAY INTL   50 FIRE    1 KIND    4 PROR    4       UNT91031
  32SKIP BACK    1 UNTL   06 SQRE 1247 EXIT            UNT91032
  33STAY INTL   50 FIRE    1 KIND    4 PROR    4       UNT91033
  34NSTP RATE    7 SQRE 0946 KIND    0 PROR    0       UNT91034
  35STAY TIME 5000 FIRE    1 KIND    4 PROR    5       UNT91035
  36SKIP BACK    1 UNCD                                UNT91036
  40STAY INTL   100                                    UNT91040
  41DISM                                               UNT91041
  42STAY TIME  500 FIRE    1 KIND    4 PROR    4       UNT91042
  43SKIP BACK    1 TIME  500                           UNT91043
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44STAY TIME 10n0 FIRE   1 KIND   4 PROR   5                    UNT91044
45SKIP BACK     1 TIME 1000                                    UNT91045
46STAY TIME 50n0 FIRE   1 KIND   4 PROR   6                    UNT91046
47SKIP BACK     1 UNCD                                         UNT91047
48STAY INTL  1n0                                               UNT91048
49SKIP BACK     7 UNCD                                         UNT91049
55STAY INTL  1n0                                               UNT91055
560ISM                                                         UNT91056
57STAY TIME  5n0 FIRE   1 KIND   4 PROR   5                    UNT91057
58SKIP BACK     1 TIME  500                                    UNT91058
59STAY TIME 10n0 FIRE   1 KIND   4 PROR   4                    UNT91059
60SKIP BACK     1 TIME 1000                                    UNT91060
61STAY TIME 50n0 FIRE   1 KIND   4 PROR   6                    UNT91061
62SKIP BACK     1 UNCD                                         UNT91062
63STAY INTL  1n0                                               UNT91063
64SKIP BACK     7 UNCD                                         UNT91064
70STAY INTL  1n0                                               UNT91070
710ISM                                                         UNT91071
72STAY TIME  5n0 FIRE   1 KIND   4 PROR   6                    UNT91072
73SKIP BACK     1 TIME  500                                    UNT91073
74STAY TIME 10n0 FIRE   1 KIND   4 PROR   5                    UNT91074
75SKIP BACK     1 TIME 1000                                    UNT91075
76STAY TIME 50n0 FIRE   1 KIND   4 PROR   4                    UNT91076
77SKIP BACK     1 UNCD                                         UNT91077
78STAY INTL  1n0                                               UNT91078
79SKIP BACK     7 UNCD                                         UNT91079
81STAY TIME 50n0 FIRE   2 KIND   0 PROR   7                    UNT91081
82STAY INTL  50                                                UNT91082
83SKIP BACK     2 UNCD                                         UNT91083
90STAY INTL  1n0                                               UNT91090
91SKIP FORW     2 UNCD                                         UNT91091
92STAY INTL  2n0                                               UNT91092
93STAY TIME 50n0                                               UNT91093
94NSTP RATE     7 SQRE 0656 KIND   0 PROR   0 ALT   1          UNT91094
95CHAL LOS                                                     UNT91095
96STAY INTL   50 FIRE   1 KIND   4 PROR   4                    UNT91096
97NSTP RATE     7 SQRE 0354 KIND   0 PROR   0 ALT   1          UNT91097
98NSTP RATE     7 SQRE 0447 KIND   0 PROR   0 ALT   1          UNT91098
99CHAL LOS                                                     UNT91099
100STAY INTL  50 FIRE   1 KIND   4 PROR   5                    UNT91100
101NSTP RATE    7 SQRE 0245 KIND   0 PROR   0 ALT   1          UNT91101
102NSTP RATE    7 SQRE 0236 KIND   0 PROR   0 ALT   1          UNT91102
103CHAL LOS                                                    UNT91103
104STAY INTL  50 FIRE   1 KIND   4 PROR   6                    UNT91104
105NSTP RATE    7 SQRE 0137 KIND   0 PROR   0 ALT   1          UNT91105
106NSTP RATE    7 SQRE 0258 KIND   0 PROR   0 ALT   1          UNT91106
107CHAL LAND                                                   UNT91107
108SKIP BACK   15 UNCD                                         UNT91108
500STAY INTL  1n0                                              UNT91500
501NSTP RATE    7 SQRE 1449 KIND   6 PROR   5                  UNT91501
502OISM                                                        UNT91502
503NSTP RATE    7 SQRE 1349 KIND   6 PROR   6                  UNT91503
504STAY TIME 50n0 FIRE   2 KIND   4 PROR   4                   UNT91504
505SKIP BACK    1 UNCD                                         UNT91505
510STAY INTL  1n0                                              UNT91510
511NSTP RATE    7 SQRE 1449 KIND   6 PROR   6                  UNT91511
512OISM                                                        UNT91512
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513NSTP RATE     7 SQRE 1047 KIND      6 PROR    4                          UNT91513
514STAY TIME 5000 FIRE     2 KIND      4 PROR    4                          UNT91513
515SKIP BACK     1 UNCD                                                     UNT91514
520STAY INTL   100                                                         UNT91515
521NSTP RATE     7 SQRE :349 KIND      6 PROR    4                          UNT91520
522STAY TIME 5000 FIRE     1 KIND      4 PROR    4                          UNT91521
523SKIP BACK     1 UNCD                                                     UNT91522
535STAY INTL   100                                                         UNT91523
526NSTP RATE     7 SQRE 1448 KIND      6 PROR    6                          UNT91525
527DISM                                                                     UNT91526
528NSTP RATE     7 SQRE 1348 KIND      6 PROR    5                          UNT91527
529STAY TIME 5000 FIRE     2 KIND      4 PROR    4                          UNT91528
530SKIP BACK     1 UNCD                                                     UNT91529
535STAY INTL   100                                                         UNT91530
536NSTP RATE     7 SQRE 1448 KIND      6 PROR    6                          UNT91535
537DISM                                                                     UNT91536
538NSTP RATE     7 SQRE 1146 KIND      6 PROR    4                          UNT91537
539STAY TIME 5000 FIRE     2 KIND      4 PROR    4                          UNT91538
540SKIP BACK     1 UNCD                                                     UNT91539
545STAY INTL   100                                                         UNT91540
546NSTP RATE     7 SQRE 1348 KIND      6 PROR    4                          UNT91545
547STAY TIME 5000 FIRE     1 KIND      4 PROR    4                          UNT91546
548SKIP BACK     1 UNCD   .                                                 UNT91547
550STAY INTL   100                                                         UNT91548
551NSTP RATE     7 SQRE 1448 KIND      6 PROR    5                          UNT91550
552DISM                                                                     UNT91551
553NSTP RATE     7 SQRE 1447 KIND      6 PROR    6                          UNT91552
554STAY TIME 5000 FIRE     2 KIND      4 PROR    4                          UNT91553
555SKIP BACK     1 UNCD                                                     UNT91554
560STAY INTL   100                                                         UNT91555
561NSTP RATE     7 SQRE 1448 KIND      6 PROR    5                          UNT91560
562DISM                                                                     UNT91561
563NSTP RATE     7 SQRE 1145 KIND      6 PROR    4                          UNT91562
564STAY TIME 5000 FIRE     2 KIND      4 PROR    4                          UNT91563
565SKIP BACK     1 UNCD                                                     UNT91564
570STAY INTL   100                                                         UNT91565
571NSTP RATE     7 SQRE 1447 KIND      6 PROR    4                          UNT91570
572STAY TIME 5000 FIRE     1 KIND      4 PROR    4                          UNT91571
573SKIP BACK     1 UNCD                                                     UNT91572
575STAY INTL   100                                                         UNT91573
576MOVE DOCT     1 RATE     7 SQRE 2652 KIND      4 PROR    5               UNT91575
577STAY TIME 5000 FIRE     2 KIND      4 PROR    4                          UNT91576
578SKIP BACK     1 UNCD                                                     UNT91577
580STAY INTL   100                                                         UNT91578
581NSTP RATE     7 SQRE 3050 KIND      6 PROR    6                          UNT91580
582NSTP RATE     7 SQRE 2444 KIND      6 PROR    5                          UNT91581
583DISM                                                                     UNT91582
584STAY TIME 5000 FIRE     2 KIND      4 PROR    4                          UNT91583
585SKIP BACK     1 UNCD                                                     UNT91584
590STAY INTL   100                                                         UNT91584
591NSTP RATE     7 SQRE 3050 KIND      6 PROR    6                          UNT91590
592NSTP RATE     7 SQRE 2444 KIND      6 PROR    5                          UNT91591
593DISM                                                                     UNT91592
594NSTP RATE     7 SQRE 1641 KIND      6 PROR    4                          UNT91593
595STAY TIME 5000 FIRE     2 KIND      4 PROR    4                          UNT91594
596SKIP BACK     1 UNCD                                                     UNT91595
600STAY INTL   100                                                         UNT91596
                                                                           UNT91600
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601NSTP RATE     7 SQRE 3050 KIND     6 PROR     6              UNTY1601
602NSTP RATE     7 SQRE 2444 KIND     6 PROR     5              UNT91602
603STAY TIME 50n0 FIRE     1 KIND     4 PROR     4              UNT91603
604SKIP BACK     1 UNCD                                          UNT91604
610STAY INTL  100                                               UNT91610
611NSTP RATE     7 SQRE 3049 KIND     6 PROR     5              UNT91611
612NSTP RATE     7 SQRE 2443 KIND     6 PROR     6              UNT91612
613DISM                                                         UNT91613
614STAY TIME 50n0 FIRE     2 KIND     4 PROR     4              UNT91614
615SKIP BACK     1 UNCD                                          UNT91615
620STAY INTL  1n0                                               UNT91620
621NSTP RATE     7 SQRE 3049 KIND     6 PROR     5              UNT91621
622NSTP RATE     7 SQRE 2443 KIND     6 PROR     6              UNT91622
623DISM                                                         UNT91623
624NSTP RATE    ·7 SQRE 1640 KIND     6 PROR     4              UNT91624
625STAY TIME 50n0 FIRE     2 KIND     4 PROR     4              UNT91625
626SKIP BACK     1 UNCD                                          UNT91626
630STAY INTL  1n0                                               UNT91630
631NSTP RATE     7 SQRE 3049 KIND     6 PROR     6              UNT'1631
632NSTP RATE     7 SQRE 2443 KIND     6 PROR     5              UNT'1632
633STAY TIME 50n0 FIRE     1 KIND     4 PROR    .4              UNT91633
634SKIP BACK ·   1 UNCD                                          UNT91634
640STAY INTL  100                                               UNT91640
641NSTP RATE     7 SQRE 3149 KIND     6 PROR     4              UNT91641
642NSTP RATE     7 SQRE 2442 KIND     6 PROR     6              UNT91642
643DISM                                                         UNT91643
644STAY TIME 50n0 FIRE     2 KIND     4 PROR     5              UNT91644
645SKIP BACK     1 UNCD                                          UNT91645
650STAY INTL  1n0                                               UNT91650
651NSTP RATE     7 SQRE 3149 KIND     6 PROR     4              UNT91651
652NSTP RATE     7 SQRE 2442 KIND     6 PROR     6              UNT91652
653DISM                                                         UNT91653
654NSTP RATE     7 SQRE 1639 KIND     6 PROR     5              UNT91654
655STAY TIME 50n0 FIRE     2 KIND     4 PROR     4              UNT91655
.565SKIP BACK    1 UNCD                                          UNT91656
660STAY INTL  1n0                                               UNT91660
661NSTP RATE     7 SQRE 3149 KIND     6 PROR     6              UNT91661
662NSTP RATE     7 SQRE 2442 KIND     6 PROR     5              UNT91662
663STAY TIME 50n0 FIRE     1 KIND     4 PROR     4              UNT91663
664SKIP BACK     1 UNCD                                          UNT91664
670STAY INTL  1n0                                               UNT91670
671MOVE DOCT     1 RATE     7 SQRE 3049 KIND     4 PROR    4   UNT91671
672STAY TIME 50n0 FIRE     1 KIND     4 PROR     5              UNT91672
673SKIP BACK     1 UNCD                                          UNT91673
675STAY INTL  100                                               UNT91675
676NSTP RATE     7 SQRE 3049 KIND     6 PROR     6              UNT91676
677NSTP RATE     7 SQRE 2649 KIND     6 PROR     5              UNT91677
678STAY TIME 50n0 FIRE     2 KIND     4 PROR     4              UNT91678
679SKIP BACK     1 UNCD                                          UNT91679
680STAY INTL  1n0                                               UNT91680
681STAY INTL    50 FIRE     2 KIND     4 PROR     4              UNT91681
682SKIP BACK     6 UNTL    28 SQRE 3049 SKP1                    UNT91682
683SKIP BACK     7 UNCD                                          UNT91683
685STAY INTL  1n0                                               UNT91685
686NSTP RATE     7 SQRE 3444 KIND     6 PROR     4              UNT91686
687NSTP RATE     7 SQRE 2236 KIND     6 PROR     5              UNT91687
.688DISM                                                        UNT91688
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689STAY TIME 5000 FIRE    2 KIND    4 PROR    6
690SKIP BACK    1 UNCD                                              UNT91689
695STAY INTL  1n0                                                  UNT91690
696NSTP RATE    7 SQRE 3444 KIND    6 PROR    4                    UNT91695
697NSTP RATE    7 SQRE 2236 KIND    6 PROR    5                    UNT91696
698DISM                                                            UNT91697
699NSTP RATE    7 SQRE 1734 KIND    6 PROR    4                    UNT91698
700STAY TIME 5000 FIRE    2 KIND    4 PROR    4                    UNT91699
701SKIP BACK    1 UNCD                                             UNT91700
705STAY INTL  1n0                                                  UNT91701
706NSTP RATE    7 SQRE 3444 KIND    6 PROR    4                    UNT91705
707NSTP RATE    7 SQRE 2236 KIND    6 PROR    5                    UNT91706
708STAY TIME 5000 FIRE    1 KIND    4 PROR    6                    UNT91707
709SKIP BACK    1 UNCD                                             UNT91708
715STAY INTL  1n0                                                  UNT91709
716NSTP RATE    7 SQRE 3443 KIND    6 PROR    5                    UNT91715
717NSTP RATE    7 SQRE 2235 KIND    6 PROR    6                    UNT91716
718DISM                                                            UNT91717
719STAY TIME 5000 FIRE    2 KIND    4 PROR    4                    UNT91718
720SKIP BACK    1 UNCD                                             UNT91719
725STAY INTL  1n0                                                  UNT91720
726NSTP RATE    7 SQRE 3443 KIND    6 PROR    5                    UNT91725
727NSTP RATE    7 SQRE 2235 KIND    6 PROR    6                    UNT91726
728DISM                                                            UNT91727
729NSTP RATE    7 SQRE 1733 KIND    6 PROR    4                    UNT91728
730STAY TIME 5000 FIRE    2 KIND    4 PROR    4                    UNT91729
731SKIP BACK    1 UNCD                                             UNT91730
735STAY INTL  1n0                                                  UNT91731
736NSTP RATE    7 SQRE 3443 KIND    6 PROR    5                    UNT91735
737NSTP RATE    7 SQRE 2235 KIND    6 PROR    6                    UNT91736
738STAY TIME 5000 FIRE    1 KIND    4 PROR    4                    UNT91737
739SKIP BACK    1 UNCD                                             UNT91738
745STAY INTL  1n0                                                  UNT91739
746MOVE DOCT    1 RATE    7 SQRE 3641 KINC    4 PROR    5          UNT91745
747STAY TIME 5000 FIRE    2 KIND    4 PROR    5                    UNT91746
748SKIP BACK    1 UNCD                                             UNT91747
750STAY INTL  1n0                                                  UNT91748
751MOVE DOCT    1 RATE    7 SQRE 3641 KIND    4 PROR    6          UNT91750
752MOVE DOCT    1 RATE    7 SQRE 2741 KIND    4 PROR    5          UNT91751
753STAY TIME 5000 FIRE    2 KIND    4 PROR    4                    UNT91752
754SKIP BACK    1 UNCD                                             UNT91753
760STAY INTL  1n0                                                  UNT91754
761NSTP RATE    7 SQRE 3442 KIND    6 PROR    6                    UNT91760
762NSTP RATE    7 SQRE 2135 KIND    6 PROR    5                    UNT91761
763DISM                                                            UNT91762
764STAY TIME 5000 FIRE    2 KIND    4 PROR    4                    UNT91763
765SKIP BACK    1 UNCD                                             UNT91764
770STAY INTL  100                                                  UNT91765
771NSTP RATE    7 SQRE 3442 KIND    6 PROR    6                    UNT91770
772NSTP RATE    7 SQRE 2135 KIND    6 PROR    5                    UNT91771
773DISM                                                            UNT91772
774NSTP RATE    7 SQRE 1632 KIND    6 PROR    4                    UNT91773
775STAY TIME 5000 FIRE    2 KIND    4 PROR    4                    UNT91774
776SKIP BACK    1 UNCD                                             UNT91775
780STAY INTL  1n0                                                  UNT91776
781NSTP RATE    7 SQRE 3442 KIND    6 PROR    6                    UNT91780
782NSTP RATE    7 SQRE 2135 KIND    6 PROR    5                    UNT91781
                                                                  UNT91782
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783STAY TIME 5000 FIRE    1 KIND    4 PROR   4
784SKIP BACK    1 UNCD                                        UNT91783
790STAY INTL   100                                           UNT91784
791NSTP RATE    7 SQRE 1350 KIND    6 PROR   5               UNT91790
792STAY INTL   50 FIRE    3 KIND    4 PROR   4               UNT91790
793NSTP RATE    1 SQRE 1146 KIND    6 PROR   4               UNT91791
794STAY TIME 5000 FIRE    2 KIND    4 PROR   6               UNT91792
795SKIP BACK    1 UNCD                                       UNT91793
800STAY INTL   100                                           UNT91794
801NSTP RATE    7 SQRE 3150 KIND    6 PROR   6               UNT91800
802NSTP RATE    7 SQRE 2443 KIND    6 PROR   5               UNT91801
803STAY INTL   400 FIRE    7 KIND    4 PROR   4              UNT91802
804NSTP RATE    7 SQRE 1640 KIND    6 PROR   4               UNT91803
805STAY TIME 5000 FIRE    2 KIND    4 PROR   4               UNT91804
806SKIP BACK    1 UNCD                                       UNT91805
810STAY INTL   100                                           UNT91806
811NSTP RATE    7 SQRE 3442 KIND    6 PROR   6               UNT91810
812NSTP RATE    7 SQRE 2135 KIND    6 PROR   5               UNT91811
813STAY TIME 5000 FIRE    2 KIND    4 PROR   4               UNT91812
814SKIP BACK    1 UNCD                                       UNT91813
820STAY INTL   100                                           UNT91814
821STAY TIME  500 FIRE    2 KIND    4 PROR   4               UNT91820
822SKIP BACK    1 TIME  500                                  UNT91821
823STAY TIME 1000 FIRE    2 KIND    4 PROR   5               UNT91822
824SKIP BACK    1 TIME 1000                                  UNT91823
825STAY TIME 5000 FIRE    2 KIND    4 PROR   6               UNT91824
826SKIP BACK    1 UNCD                                       UNT91825
                                                             UNT91826
801040104602040104603055104404055104405001134806015134806015134806   UNTO
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813070154114070154115048074116063154117040163418040163410040   UNTO 939
819055153220055153221070153122070153123048163324063143163324063143   UNTO 940
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837081013438081011039081022140081043902214008104390   UNTO 943
R015003562025103562035253561045353561055503761065603761   UNTO 944
R075804056085904056096104055106204055116404155126504155   UNTO 946
R136854649146954649157154648167254648177604748187704748   UNTO 947
R197903563208004154218104749225753622367041562474547490   UNTO 948
R258202963268201063275753662286754156297504749306804156   UNTO 949
R315203562325453561335703761346004056356304055366604155   UNTO 950
R377054649387354648397804748400815945410814863420815863   UNTO 951
R4308145604408135560   UNTO 952
                                                             UNTO 953
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1 115 100  85  75  60  52        10 05 115 100  85  75  60  52       10 05 333333  33 TER2   1
2 107  93  79  70  56  48        09 05 107  93  79  70  56  48       09 05           TER2   2
3  99  86  73  64  51  45        09 04  99  86  73  64  51  45       09 04           TER2   3
4  93  79  67  59  47  41        08 04  90  79  67  59  47  41       08 04 222222  22 TER2   4
5  82  71  61  54  43  37        07 04  82  71  61  54  43  37       07 04 222222  22 TER2   5
6  74  64  55  48  39  33        06 03  74  64  55  48  39  33       06 03 222222  22 TER2   6
7 66  57  49  43  34  30         06 03  66  57  49  43  34  30       06 03 222222  22 TER2   7
8  58  50  42  38  30  26        05 02  58  50  42  38  30  26       05 02 222222  22 TER2   8
9  49  42  36  32  25  22        04 02  49  42  36  32  25  22       04 02 222222  22 TER2   9
10  41  36  30  27  21  19       04 02  41  36  30  27  21  19       04 02 222222  11 TER2  10
11  33  29  24  21  17  15       03 01  33  29  24  21  17  15       03 01 222222  11 TER2  11
12  25  21  18  16  13  11       02 01  25  21  18  16  13  11       02 01 222222  11 TER2  12
13  16  14  12  11  09  07       01 01  16  14  12  11  09  07       01 01 222222  11 TER2  13
14  08  07  06  05  04  04       01 00  08  07  06  05  04  04       01 01 222222  11 TER2  14
15  00  00  00  00  00  00       00 00  00  00  00  00  00  00       00 00 222222  11 TER2  15
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221

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                                                                         LAND
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222

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Appendix B

CONSIDERATIONS RELATING TO NUMBER OF ITERATIONS
REQUIRED FOR A SINGLE CARMONETTE TREATMENT

INTRODUCTION

Whenever a Monte Carlo (stochastic) model such as CARMONETTE is used
one is faced with the question of how many replications of a single game
are required to insure statistical confidence in the summarized data out-
put by the model.

There are many statistical procedures that can be used to determine
the number of iterations of a single treatment required to achieve a
given confidence level. Since these methods are discussed in detail in
all texts on basic statistics, no effort has been made to reproduce them
here. If time and/or resources do not permit the use of one or more of
these statistical techniques, the following discussion by Norman W. Parsons
on the variability of the model provide a "Rule of Thumb" that can be
used in consideration of iterations required.

THE VARIABILITY OF CARMONETTE

CARMONETTE is a Monte Carlo computer simulation of small unit combat.
Random numbers are used extensively throughout the simulation. Uniform
random numbers are used to determine the success or failure of target
acquisition and firing events and the course of action in some movement
decisions. Normally distributed random numbers are used to determine
the time duration of weapon aiming and loading events for which a mean
and standard deviation are entered as inputs. An analysis of a specific
CARMONETTE game showed that 1120 random numbers were used during 1 minute
of simulated battle time. The usual CARMONETTE game will simulate from
20 to 40 minutes of battle.

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The stochastic nature of CARMONETTE has resulted in a perennial question as to the number of replications of a specific battle that are required to be assured of a stable set of outcomes of the battle. In an attempt to answer this question an analysis has been made of two output variables from a set of 30 replications of a single game situation played during the course of the COMCAP II study projects.

The output variables of CARMONETTE can be grouped into three general classes; the total number of personnel and vehicles killed for each side, the total number of each type vehicle killed for each side, and the number of vehicle types killed by each weapon type. It has been observed that these types of outputs increase in variability in the order listed.

Figure B1 shows the results from 30 replications of treatment 4201 from COMCAP II in terms of the total number of Blue vehicles killed per replication and the number of replications in which that number of kills were realized.

Figure B2 shows the results of a statistical analyses of these game results. The running means, that is the mean computed for all replications up to and including the replication in question; and the specific results of each replication are shown. The standard deviation of the sample and the standard error of the mean, computed for the set of replications up to and including the replication in question, are shown.

As the figure shows the results of a single replication can be extremely variable compared to the mean of several games. Deviations of 30% are common and one game (replication 28) has a deviation of 57.5% from the previous mean. It is interesting to note that the two extreme results occurred in succession on replications 28 and 29. The standard deviation is on the order of 20% of the mean after the tenth replication and has a value of 22.6% for the set of 30 replications.

However it is noted that the variability of the mean, as measured by the standard error of the mean, became reasonably stable after five replications.
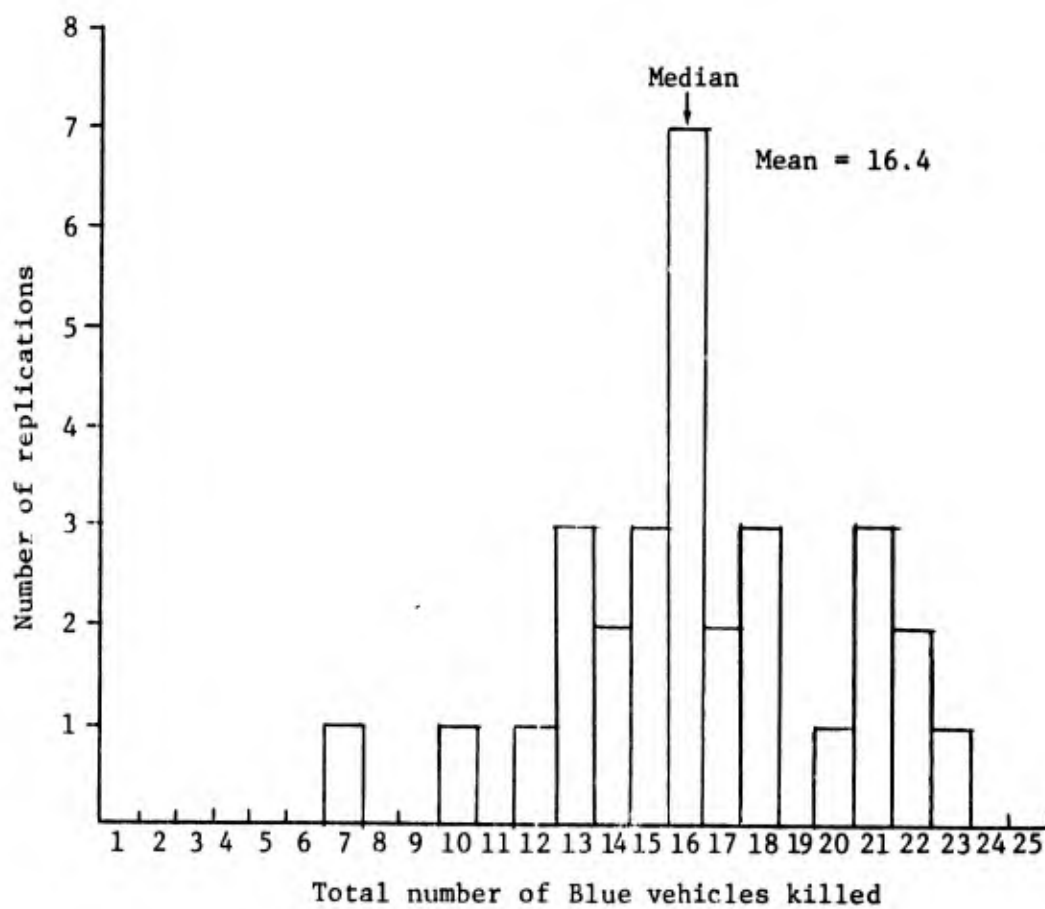
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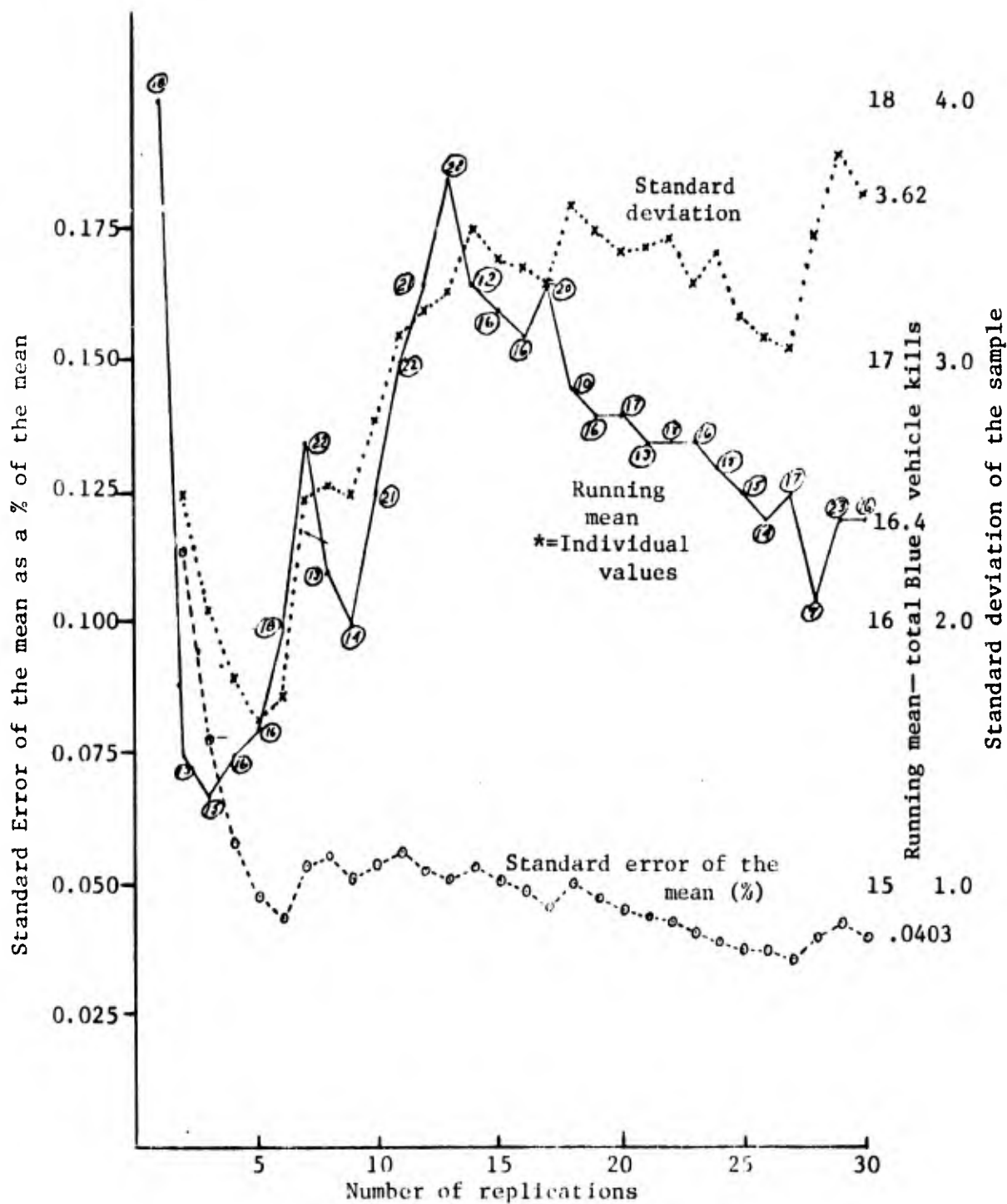Fig. B1 - Number of Replications with the Same Outcomes

Fig. B2 - Variability of CARMONETTE, COMCAP II, Treatment 4201
Total Blue Vehicles Killed - Beginning Strength 59

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However it is also noted that each additional replication can have the effect of changing the previous mean by several percentage points. Figure B3 shows the percent difference between the value of the running mean and the final mean.

An analysis was made of the outcomes of the kills of a single type target by a single type weapon, in this case Red tanks killed by the TOW armed COBRA helicopter. Figure B4 shows the number of Red tanks killed per replication and the number of replications in which that result occurred. Note that the two extreme values are 50% less and 75% greater than the mean value.

Figure B5 shows the results of a statistical analses of these data. In these results the running mean shows apparent stability after the 7th replication; however the standard deviation is now 30% or more of the mean. The standard error of the mean is 13% at the 7th replication, is below 10% at the 11th replication, but does not get below 5% by the 30th replication. It is apparent that this output, the kills of a specific type target by a specific type weapon, shows more variability than the first output, total kills on one side, examined.

The question as to the number of replications required in any given project can now be seen to be dependent on the type of information desired from the simulation and thé degree of accuracy desired in the results. If the total number of kills on each side is sufficient to answer the questions poised by the project then 5 to 7 replications appears to be sufficient to provide mean values with about a 5% standard error in the mean. If a killer-victim scoreboard type of answer is required then 10 to 15 replications will be required to provide a 10% standard error in the mean values. If a 5% standard error is desired in the mean values then 30 to 35 replications will be required.

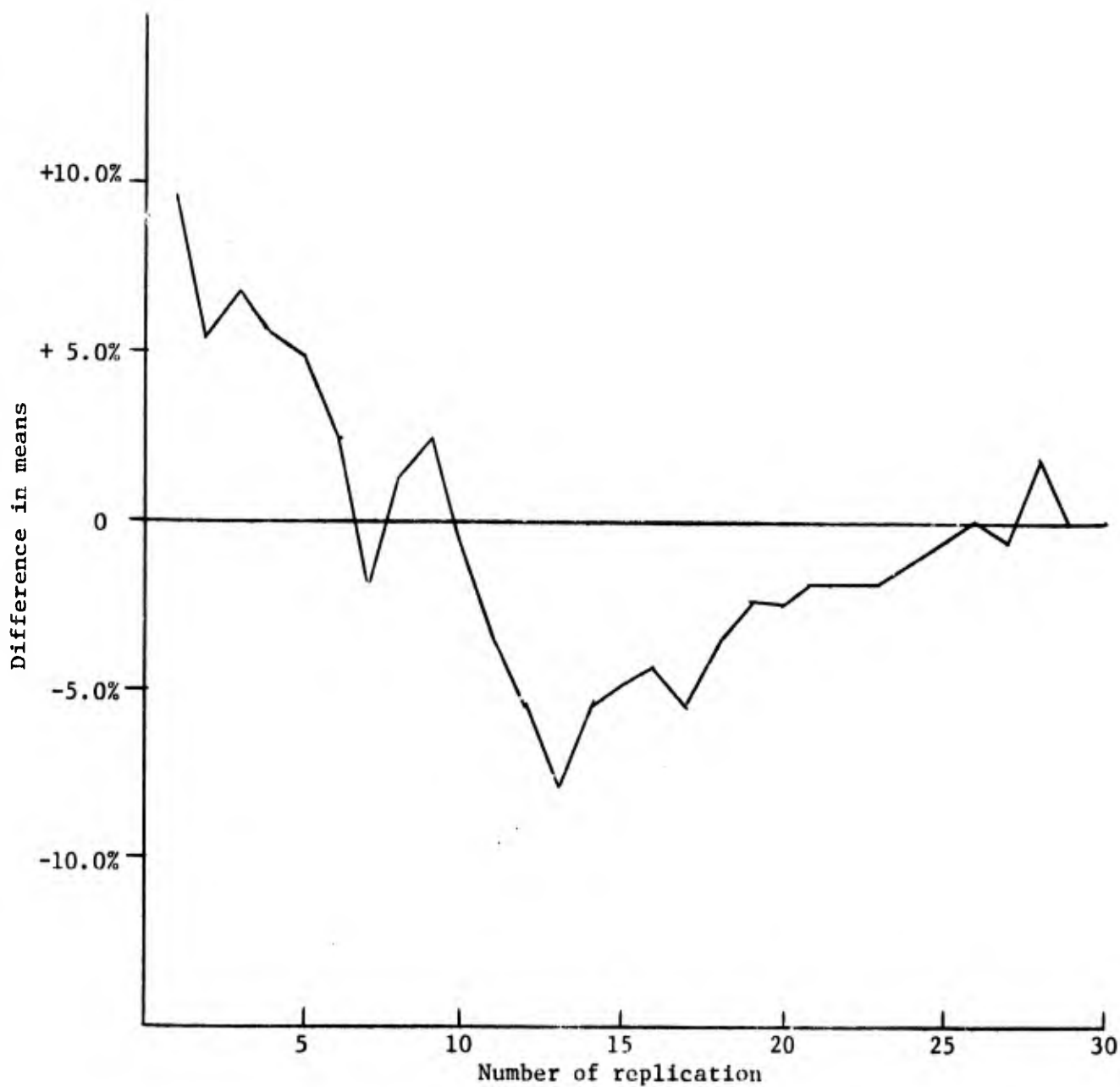Fig. B3 – Percent Difference of Running Mean
and Mean After 30 Replications
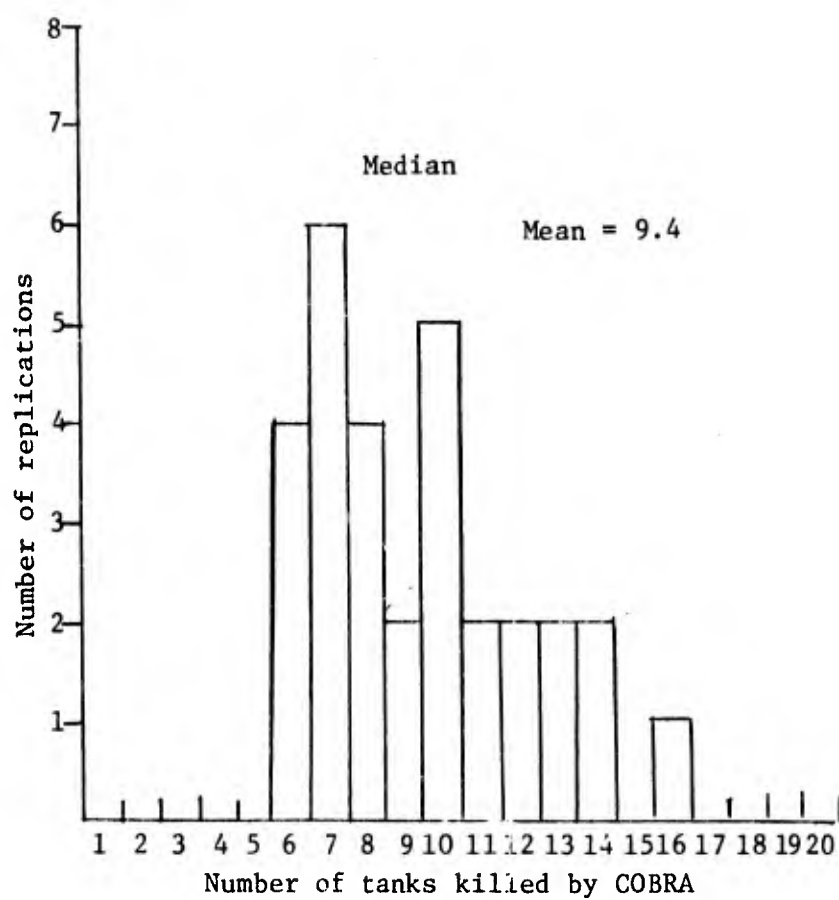(Total Blue vehicles killed)

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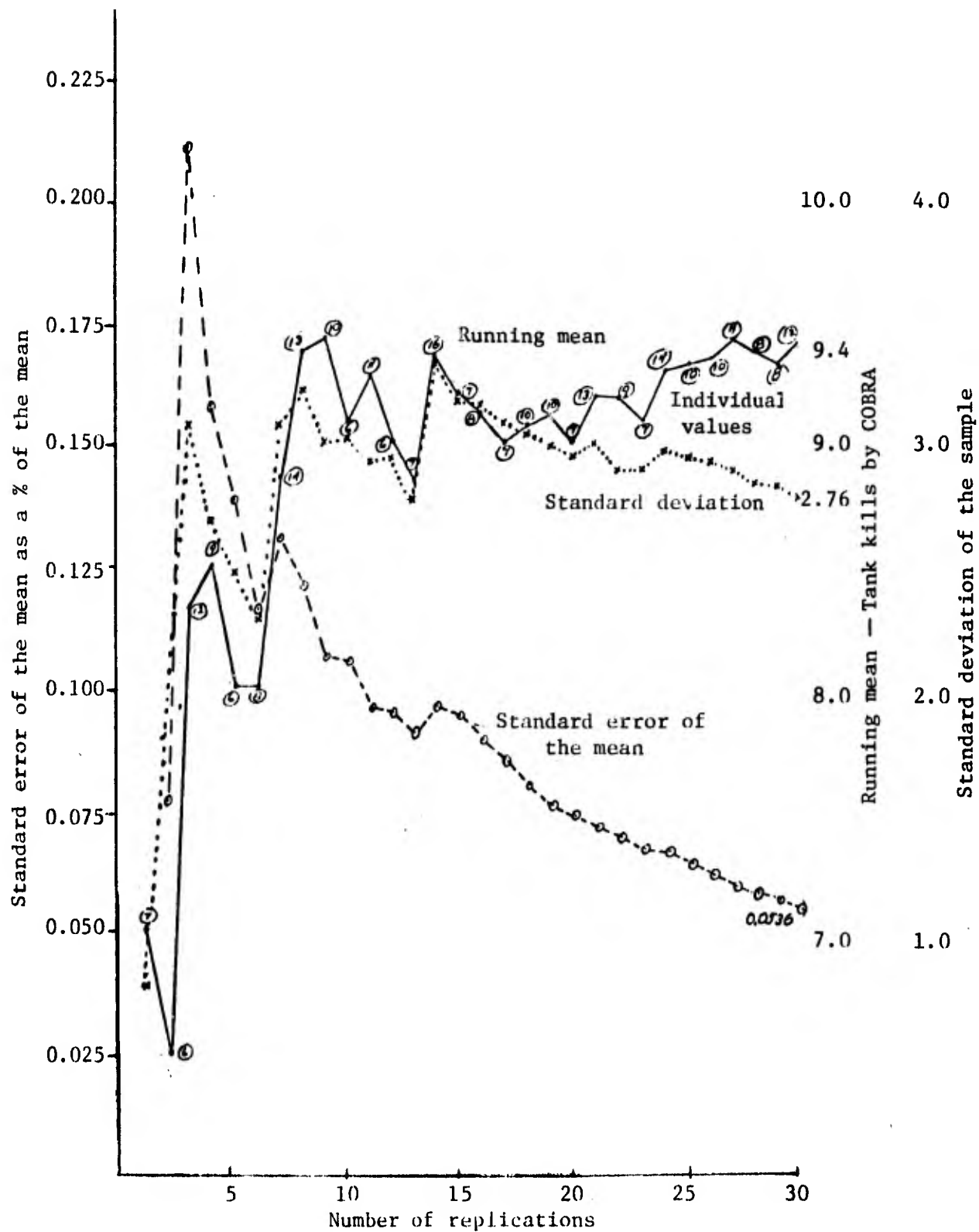Fig. B4 - Number of Replications with the Same Outcomes

Fig. B5 - Variability of CARMONETTE, COMCAP II, Treatment 4201
(30 Red tanks — 6 COBRA)

Appendix C

GLOSSARY

air-mobility
class

Any one of three groups of air units indexed 5, 6 or
7 having similar mobility performance characteristics.
Discussed in introduction under "Classification of
Units" and during STEP 6. Used on MOBILITY 3 and 4
and on UNIT 3.

air-mobility
data

Consists of altitude change thresholds, time required
for troop dismount and movement rates (forward speeds)
for each air-mobility index. Discussed in relation
to and entered on MOBILITY 4.

altitude-change
thresholds

Six measures, designated alpha 1 (α_1) through alpha 6
(α_6), by which ordered changes of altitude are defined
according to rate of descent or ascent, for each air-
mobility class. Discussed in relation to and entered
on MOBILITY 4.

artillery
direction
of fire

The alignment of grid squares over which the fire will
be assessed in determination of the orientation of the
impact area of artillery shells. Discussed in intro-
duction and in relation to and entered on WEAPON 2.

average round
velocity

The velocity (meters per second) of a projectile
averaged over its useful range. Discussed in relation
to and entered on WEAPON 1.

backward
extrapolation

The process by which the total tactical SD at range
zero is de ed from the minimum effective range of
a wear t from the actual point-blank error.
Discus   elation to WEAPON 2.

battlefield

The s ted terrain on which the computer simulation
takes place and whose size must not exceed a graphic
representation of 60 columns and 63 rows of grid
squares into which the battlefield must be divided.
The 60 by 63 grid squares need not be used in entirety;
however, the size of a square must not be less than the
unit coverage area and the total battlefield area must
be large enough for the play of the battle.

concealment conversion table	The tabulation of the largest area that an element of a unit will present to an enemy observer if a unit of a certain element-size index is situated in a terrain grid square of a certain concealment index. Discussed in relation to and entered on TERRAIN 2.
concealment index	The average amount of protection in a terrain grid square against hostile detection and indicated by increasing integral numbers from 1 to 15 as concealment increases, and recorded on TERRAIN 1 as the concealment index for each terrain grid square.
contour flight	The path of an air unit following the undulations indexed as 2, 3, or 4 in the ordered altitude table (MOBILITY 5). Discussed in relation to MOBILITY 5.
cover conversion table	A tabulation of the exposed area (to flat-trajectory weapons) of the largest element in a unit if the unit of a given element-size index is located in a terrain grid square with a given cover index. Discussed in relation to and entered on TERRAIN 2.
cover index	A number from 1 to 15 which indicates the average cover available in a terrain grid square as protection from direct fire, and recorded on TERRAIN 1 with increasing indexes indicating increasing cover.
cross-country trafficability	The condition of a grid square described on TERRAIN 1 by a 1, 2, or 3 indicating the difficulty involved in movement across the square without using roads. Discussed in relation to TERRAIN 1 and MOBILITY 2.
critical ranges	Two ranges that divide targets available to a given unit into three range groups. Discussed in relation to and entered on UNIT 4.
danger-state table	The tabulation of danger of units as seriously vulnerable, moderately vulnerable, or invulnerable, to an attack by a unit of a certain target index. Discussed in relation to and entered on UNIT 4.
decision cycle	The time interval after which an inactive unit re-evaluates its situation and recorded on GAME.
dismount time	The average time (in minutes) required for troops to disembark from a carrier vehicle and be ready to fire, and recorded on MOBILITY 2 for each ground mobility index.

element   One of the components of a unit.

element-size   Used to determine the ease with which an element may
  class   be seen and the likelihood of being hit by enemy fires,
                       and assigned index numbers 0 through 9 to units on the
                       basis of the element area. Discussed in introduction
                       under "Classification of Units" and entered on UNIT 3.

environmental   Consist of the TERRAIN factors included explicitly, and
  conditions   the implicit conditions (included in the units' opera-
                       tional characteristics) of weather and time of day.

equally desirable   A description of identical targets that are located at
  targets   different ranges from which the nearest target will be
                       selected for fire unless WEAPON 1 indicates that fire
                       should be directed at target of greatest range.

escape points   The preselected locations to which a unit may move at
                       its fastest possible rate when it runs out of ammuni-
                       tion for its main weapon. Discussed in relation to
                       UNIT 6 and 7 and entered on UNIT 7.

fire qualifier   A qualifier, the numerical value which dictates the
                       number of shots from a unit's main weapon group. Dis-
                       cussed in relation to and entered on UNIT 9.

fire-response   Five groupings of units used to describe how a unit
  class   responds or reacts to hostile fire. Fire-response
                       class 1 contains dismounted infantry, class 2 open
                       vehicles, class 3 lightly armored vehicles, class 4
                       heavily armored vehicles, and class 5 aircraft. Dis-
                       cussed in introduction under "Classification of Units,"
                       UNIT 3 and 5. Entered on UNIT 3.

first order   The reference number found in the left-hand column of
  number   UNIT 9 and indicated on UNIT 10 as the first order for
                       each unit to follow.

grid square   One of the 60 by 63 divisions of the CARMONETTE battle-
                       field, all of equal size.

ground-mobility   Five or fewer groups into which all ground units on
  class   both sides are divided. Index zero is used for dis-
                       mounted infantry, and index 1 to 4 are used for the
                       remaining ground units. Each ground-mobility class
                       contains units having similar movement capabilities
                       that are different from those of other ground-mobility
                       classes. Discussed in introduction under "Classification
                       of Units." Used on MOBILITY 1 and 2. Entered on UNIT 3.

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ground-mobility table	A tabulation on MOBILITY 2 of the emplacement times and rates of movement of the ground-mobility classes for the five ground-slope classes.
ground-slope class	A five way change in elevation from one grid square to an adjacent grid square, defined by means of three slope thresholds indicating slopes as uphill or down-hill and steep, moderate, or negligible.
hold-fire range	A range entered on GAME indicating the range within which a designated unit will start to fire on targets. If a unit knows that an enemy unit has fired and if that enemy unit is on the unit's target priority list, the unit will engage the enemy unit regardless of hold-fire range.
impact area	The average area covered by a one-round volley from an artillery piece in a firing unit and having one of the following four sizes of grid squares: 1 by 1, 1 by 3, 3 by 1, or 3 by 3. Discussed in introduction and in relation to WEAPON 1 and 4. Entered on WEAPON 1.
information-state change	The changing of intelligence state according to Markov procedure using tables of probabilities and intelligence states. Discussed in STEP 3.
information-state decay	The changing state of a unit's intelligence, which decays automatically one state for each time interval during which the unit loses line-of-sight visibility of a potential target. Discussed in STEP 3.
information states	Four states of a unit's information about a target defined as: (1) target's location unknown, (2) target known to be located in a certain terrain grid square, (3) target erroneously pinpointed within a grid square, and (4) target correctly pinpointed. Discussed in introduction and STEP 3.
kind of fire	Indicated by order qualifier KIND and its numerical value (0-7) as to location of target, suppression, moving, etc. Discussed in relation to and entered on UNIT 9.
level flight	An aircraft ordered altitude flight at an altitude above sea level, as indexed by 5, 6, or 7 on MOBILITY 5.

likelihood of moving	A tabulation of MOBILITY 1 of as many as four different probabilities per mobility index (indexed 0-7) for each of four different movement doctrines. Also tabulated on MOBILITY 1 are two decision times (in minutes): (1) target assessment time; and (2) decision time for each of the Red and Blue sides.
maximum altitude	The altitude that aircraft in each air mobility class may be expected to achieve, and limited to 4096 ft above the highest terrain square. Entered on MOBILITY 3.
mobility class	Eight groups of units, each of which possesses similar rates of movement in terrain of various trafficability and road conditions, with ascending and descending slopes in various degrees. Discussed in introduction under "Classification of Units." Used on all MOBILITY forms.
mobility-class index	The numerical value from 0-7 used to indicate the mobility of a unit. Entered on UNIT 3.
movement order	Any one of four kinds of decisions designated by the proword MOVE: (1) amount of movement and stopping permitted depending on such conditions as target's availability, (2) details of aircraft flight, (3) movement (probability) doctrine, and (4) choose speed from the ordered-movement-rate table. Discussed in relation to and entered on UNIT 9.
movement doctrine	The movement decision-making process for four basic tactical situations with the probability of moving assigned to units in each situation (depending on the unit's cover or not, and the main weapon's target availability or not). Discussed in relation to MOBILITY 1.
net cover	Shelter or protection, either natural or artificial, defined on the basis of a combination of the cover index of a terrain grid square and the element-size index of a unit. Discussed in relation to TERRAIN 2.
net cover index	One of three integral numbers (1, 2, or 3) assigned to each possible combination of terrain-grid-square cover state and element index size: 1 for good cover (good protection from fragmentation burst for dismounted infantry), 2 for fair cover, and 3 for negligible cover and quite exposed to fire, and recorded on TERRAIN 2.
net cover table	The tabular presentation on TERRAIN 2 of net-cover-state indexes of each possible combination of cover state and element-size index of a unit.

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neutralization interval	A period of time over which the incoming rounds will be considered to affect the behavior of a unit and to be applicable to both sides and all fire-response classes. Discussed in relation to and entered on UNIT 5.
neutralization interval rounds received	The evaluation of the number of incoming rounds in a neutralization interval considered to affect the behavior of a unit.
neutralization weighting factor	An arbitrary weighting of each round based on the demoralizing effect of that round, e.g., if a rifle round is assigned a weight of 1, then a tank round may be assigned a larger weight. Discussed in relation to and entered on WEAPON 1.
on-road trafficability	An environmental condition of terrain that describes the rates of movement to each unit according to the kinds of road in each terrain grid square and the capabilities of the vehicles in the units. Discussed in relation to TERRAIN 1.
on-road-trafficability index	An integral number from 1 to 3 (or 0 indicating no roads in the grid square) recorded on TERRAIN 1, with best roads indexed 1 and worst roads indexed 3.
opportunity targets	Targets selected in the priority indicated by its target-priority list following List 1, 2, or 3, WEAPON 5.
ordered altitude	Any one of three specified altitudes for air units to conduct either contour or level flight (i.e., three altitudes for contour flights, and three for level flights) recorded on MOBILITY 5; the specified altitudes for contour flights refer to altitudes above ground and those for level flights refer to altitudes above ground zero.
ordered-altitude index	Any of six numbers from 2 to 7 which order air units to conduct either contour (index 2, 3, or 4) or level (index 5, 6, or 7) flights at specified altitudes. Discussed in relation to and used on MOBILITY 5 and UNIT 9.
ordered-movement rates	The seven prearranged rates of travel during the battle for air units and ground units, indicated by a number from 1 to 7 and recorded on MOBILITY 6; 1 denotes the slowest rate and 7 the fastest.

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orientation of battlefield	The way the 60 by 63 grid is placed on the battlefield map so as to include the desired ground area.
out-of-ammunition order	An order for use of a unit that expends all its main weapon ammunition which can result in one of two outcomes: continue its mission or withdraw immediately to an escape point, indicated by no entry or X respectively on UNIT 6.
overkill	The wasteful use of a unit's ammunition on dead targets in the absence of visual evidence of a target's death.
pinned down	A description of a dismounted infantry unit or wheeled vehicle that is under severe fire and does not move, resulting in a reduction of its presented area. It also ceases surveillance and firing. Discussed in relation to and used on UNIT 5.
pinpoint locations	A precisely and accurately known location of a target in a terrain grid square. Discussed in introduction and in STEP 3.
priority of fire	Used with the qualifier PROR and value 1 to 7 in an order to indicate which target-priority list a unit is to use and whether dangerous targets are preferred. Discussed in relation to WEAPON 5 and UNIT 9 and entered on these forms.
probability of indicating death	To be recorded on UNIT 8 for each vulnerability class and provide a means to affect the "overkill" of a unit. Discussed in relation to and entered on UNIT 8.
proword	A four-lettered word such as SKIP, MOVE, STAY, DISM, and REMO used at the beginning of an order on UNIT 9.
qualifier	A four-lettered word used in the detailed order form of UNIT 9 to give the condition or action of the order.
qualifier numerical value	An integral number with limits defined according to the qualifier and used to designate the action of the qualifier. Discussed in relation to and used with UNIT 9.
rounds per trigger pull	The number of rounds fired each time one of the weapon types is fired. Entered on WEAPON 1.
rounds received per neutralization period	An enumeration of the number of incoming rounds of ammunition at a unit during a neutralization interval done in order to consider the behavior (reaction) of the unit.

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sensor class   A maximum of six classifications of a unit according to its detection capabilities as a function of visual detection devices, including human vision. Discussed in STEP 5 and in relation to SENSOR 1. Entered on all SENSOR forms.

sensor index   The integral value from 1 to 6 assigned to a unit as its sensor class and entered on UNIT 3.

sensor height   The height in meters of each unit's target-acquisition device used for line-of-sight calculations for a unit to acquire and fire directly on a target. Entered on UNIT 1 and 2.

skip orders   Orders used to change the sequence of a unit's orders on stated condition or unconditionally and indicated by the proword SKIP with appropriate qualifiers and values. Discussed in relation to and used with UNIT 9.

slope thresholds   Three values of uphill or downhill differences in elevation used to determine the maneuverability from one grid square to another and to define the limits of the five slope classes. Discussed in relation to and entered on MOBILITY 2.

solid angle   The angle subtended by the area that a target presents to the sensor (i.e., a small target at a close range is equivalent to a larger target at a greater range). Discussed in STEP 5.

solid-angle thresholds   Three values each for non-firing and firing targets by which changes in detection probabilities occur and the solid angles are denoted. Discussed in relation to and entered on SENSOR 1.

standard altitude increment   A measurement of the vertical change of elevation of air units; the magnitude of this increment (in feet) should be large enough to be militarily significant, but small enough to be accomplished in a length of time compatible with the time required for other simulated events. Discussed in relation to and entered on MOBILITY 3.

stay orders   Used to keep the location of a unit on the battlefield for firing and indicated by the proword STAY with appropriate qualifiers and values. Discussed in relation to and entered on UNIT 9.

steradian   A unit of measure for size of solid angles.

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suppressive fire area	The selected integral multiples of grid squares in each direction from the designated target grid square for delivery of artillery unit fire and entered on the target-priority lists for each side. Discussed in relation to and entered on GAME.
surveillance interval	A selected interval of time after which the entire battlefield is evaluated. It should be neither so long that a target could cross a square in a unit's line-of-sight without the unit reacting nor so short that significantly more computer time is necessary for the battle simulation. Discussed in relation to and entered on SENSOR 1.
target-assessment time	The prescribed time for a firing unit to evaluate the damage after a round has been fired at a target and impact has occurred, and entered on GAME.
total tactical standard deviation	The dispersion of a weapon computed by the formula: $$\sigma_r = \frac{-A}{2\pi \log(1-P_r)}$$ where A = target area P_r = hit probability Discussed in relation to and entered on WEAPON 2.
target class	A grouping of units that present targets that would be of the same priority to the different hostile weapon types used to describe the relative desirability of units as to targets for different hostile weapon types, and described by an index from 1 to 16, corresponding to 16 different target classes and recorded on UNIT 3 for each of the two forces, (i.e., the unit's vulnerability to the various hostile weapons and the firepower possessed by the unit: the greater the firepower of a target, the more desirable to destroy it). Discussed in introduction under "Classification of Unit" and in relation to WEAPON 3 and 5, and UNIT 3 and 4.
target square	The grid square within which the target is located.
target-priority list	One, two, or three lists of preferable or priority targets are presented by each non-artillery weapon type assembled on WEAPON 5 separately for the two forces and used to determine opportunity targets for units during the battle.
time of flight	The time required for a round of a weapon type, computed from the average round velocity (from WEAPON 1) and used to determine time of impact at targets of specific ranges.

terrain data	The six factors of elevation, height of vegetation, cover, concealment, cross-country trafficability, and on-road trafficability. One set of inputs must be prepared describing the terrain for each factor. Discussed in STEP 3 and entered on TERRAIN 1.
threshold for response	Levels that indicate severity of reaction to hostile fire as indicated by number of rounds received per interval of time which would force a unit of the class to respond in the indicated manner.
treatment	A combination of the independent variables in the experiment.
unit	One of not more than 48 elements of the force on either side that possesses no more than 63 killable elements, each element having the same vulnerability, mobility, detection ability, location, and orders. Discussed in STEP 8 and entered on UNIT forms.
unit area	The average area occupied by the unit when deployed; e.g., a platoon in defense occupies more ground than a platoon in the attack. (This number has a meaning only in the case of hitting the area with direct-fire fragmentation ammunition.) Discussed in relation to and entered on UNIT 2.
vulnerability class	Any of 12 classifications of units whose common characteristic is that the units in any one class have essentially similar vulnerabilities appreciably different from the vulnerabilities in another class. Discussed in introduction and in relation to WEAPON 3 and 4 and to UNIT 3 and 4. Entered on UNIT 3.
vulnerability-class index	One of 12 integral numbers (1 to 12) recorded in UNIT 3 and assigned to a unit as its vulnerability class with no ranking implied by the numbers. See vulnerability class.
vulnerability state	One of three conditions indicating the relative vulnerability of each target class—vulnerability class combination for each of three range groups (defined by two critical ranges) and tabulated (in total) as the danger-state table (UNIT 4).

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weapon type
One of a maximum of 56 types of weapons with the same characteristics, of which 1 to 12 are reserved for artillery pieces or mortars, 13 to 34 for weapons with fragmenting round, and 35 to 56 for weapons with non-fragmenting projectiles and whose characteristics are listed on WEAPON 1.

weapon group
One of a maximum of four independent sets of weapons per unit with any quantity of one kind of weapon type per weapon group. See discussion for UNIT 2.